

FIG. 1

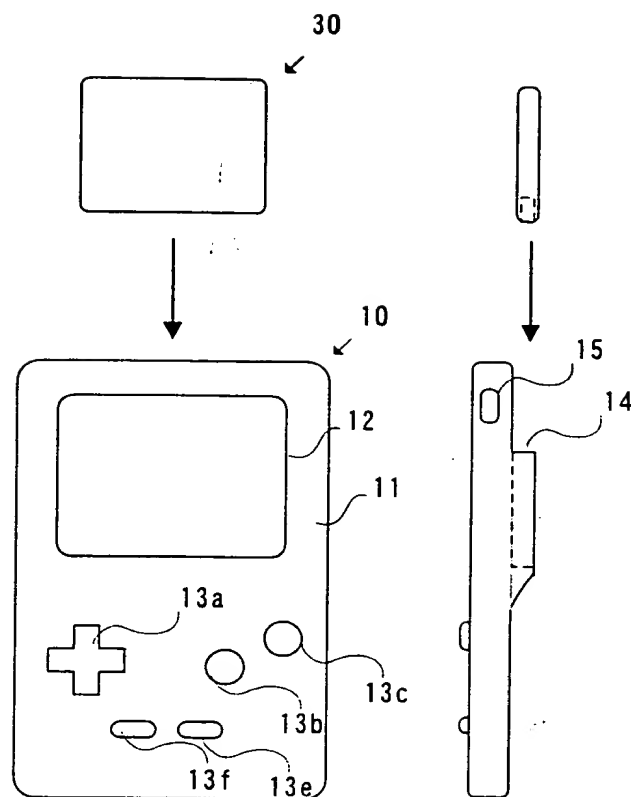


FIG. 2

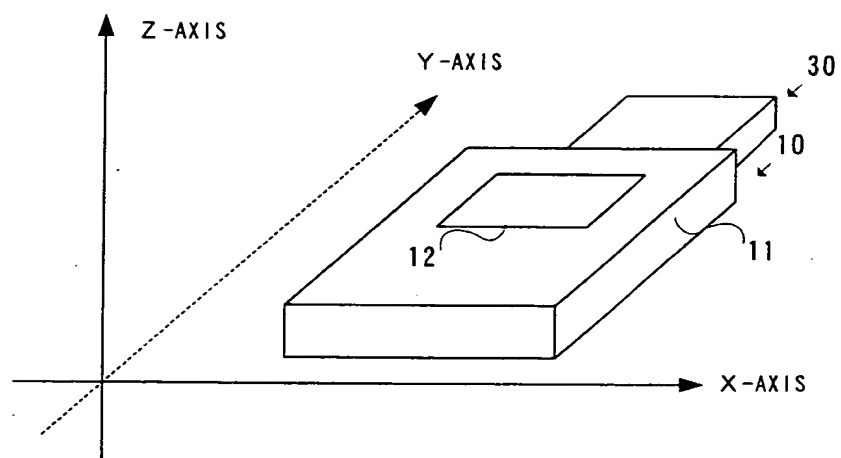


FIG. 3

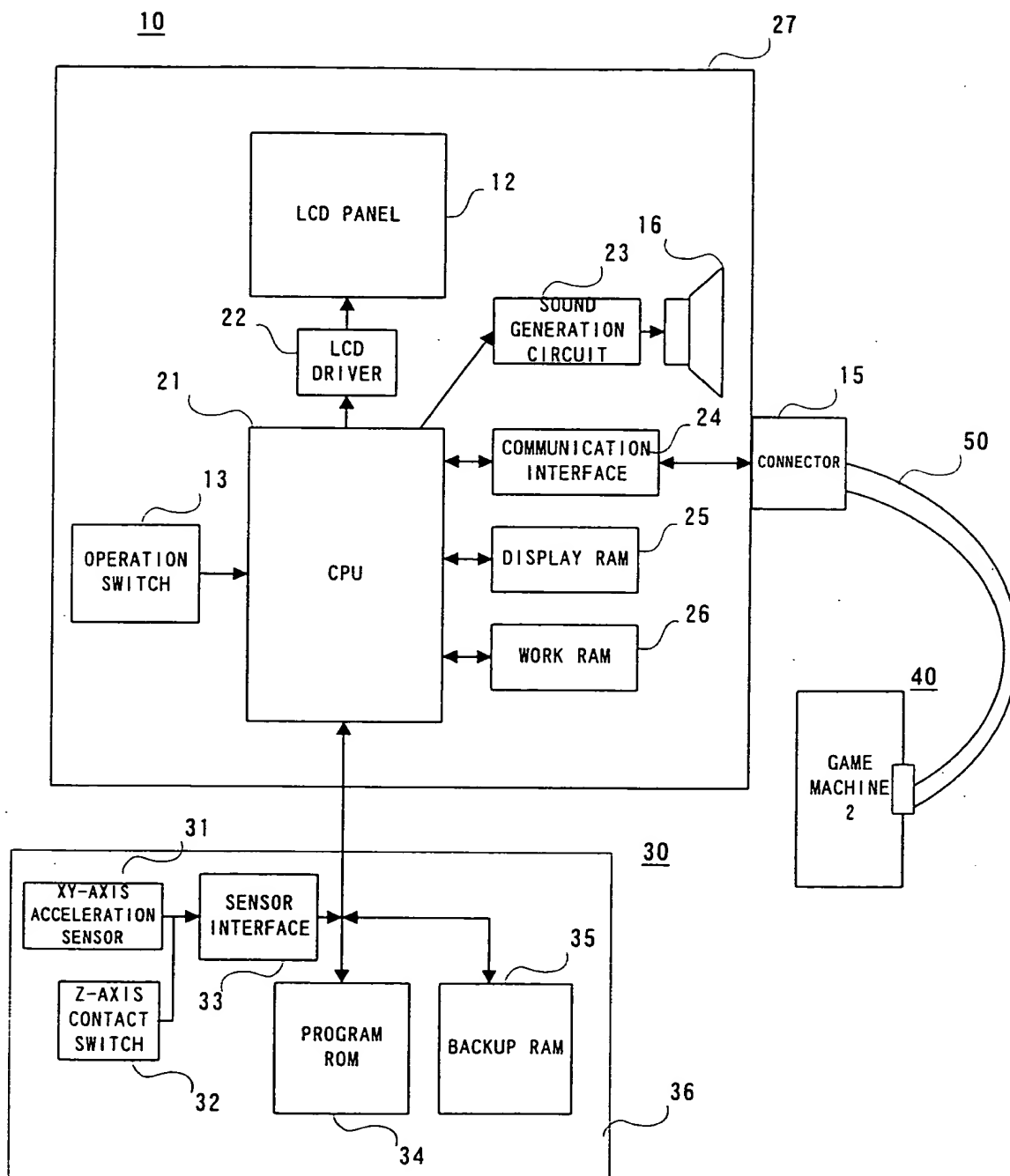


FIG. 4

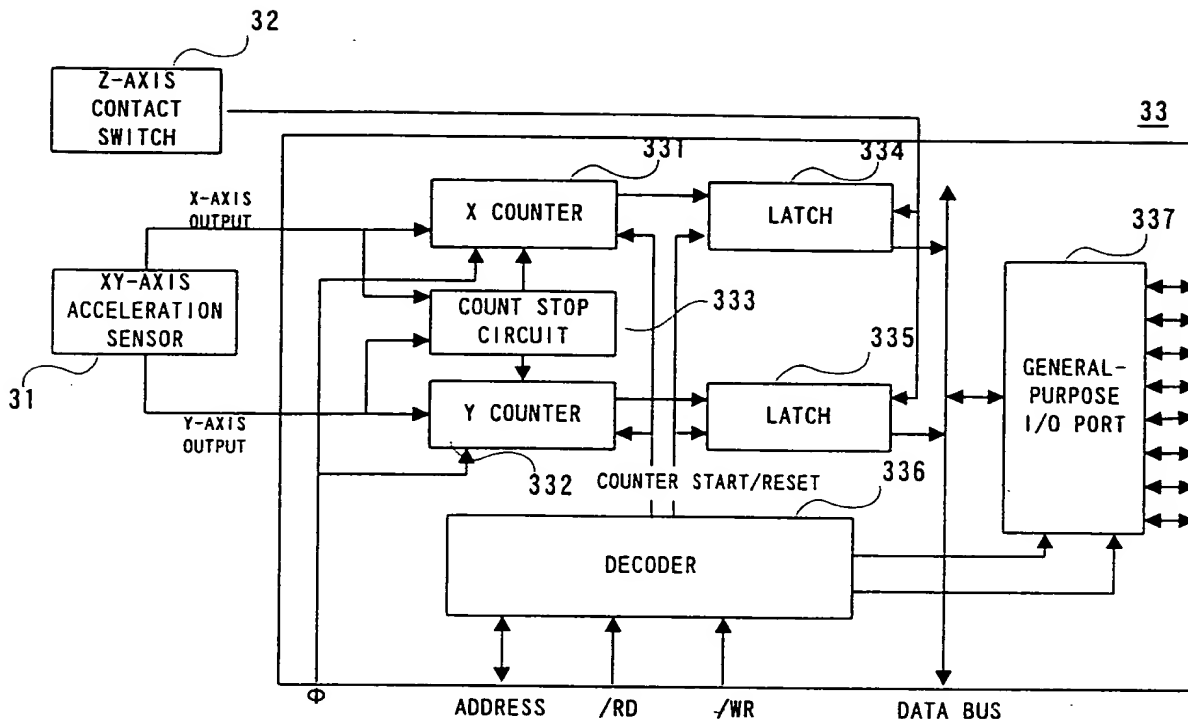


FIG. 5

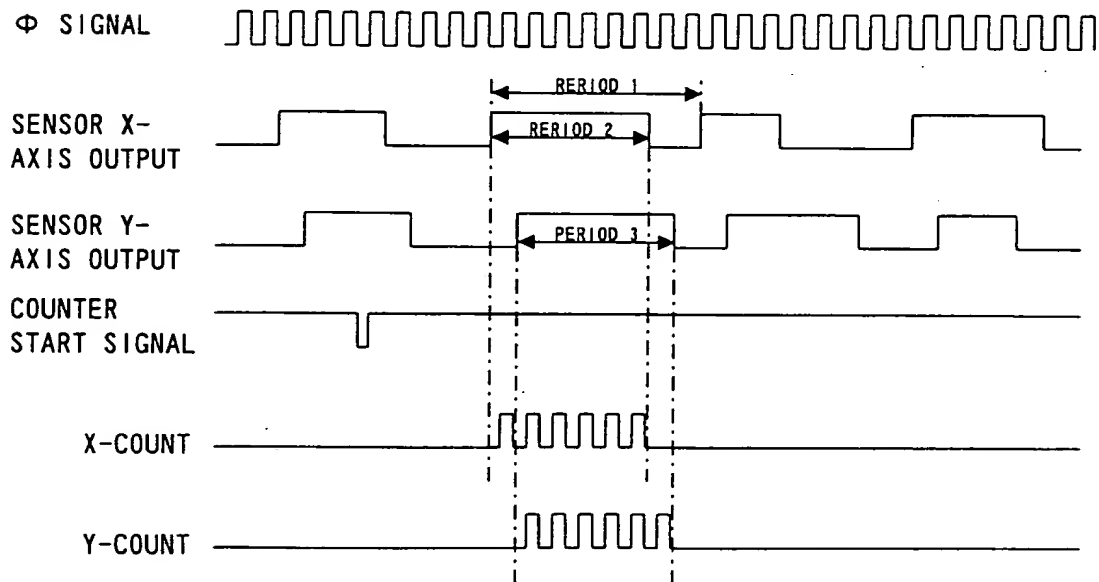


FIG. 6

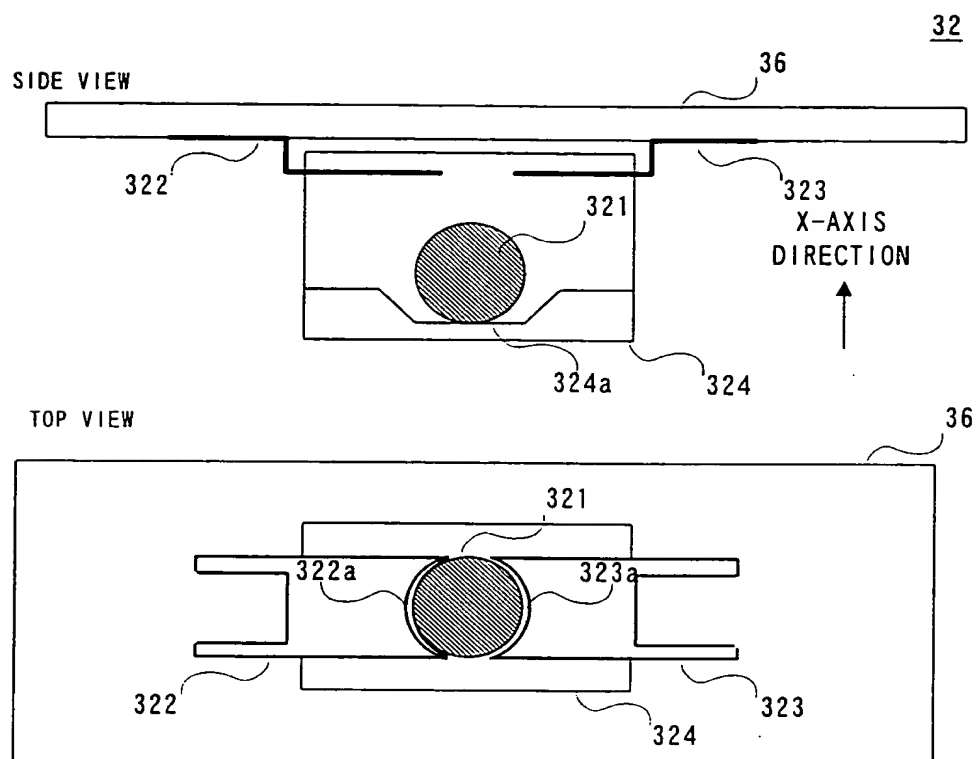


FIG. 7

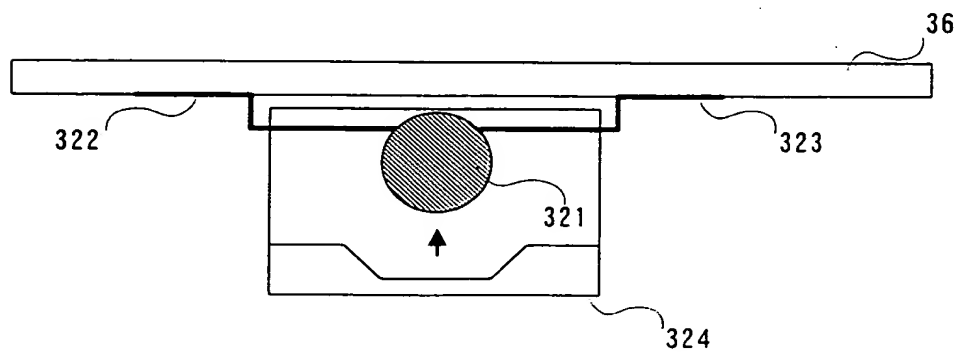


FIG. 8

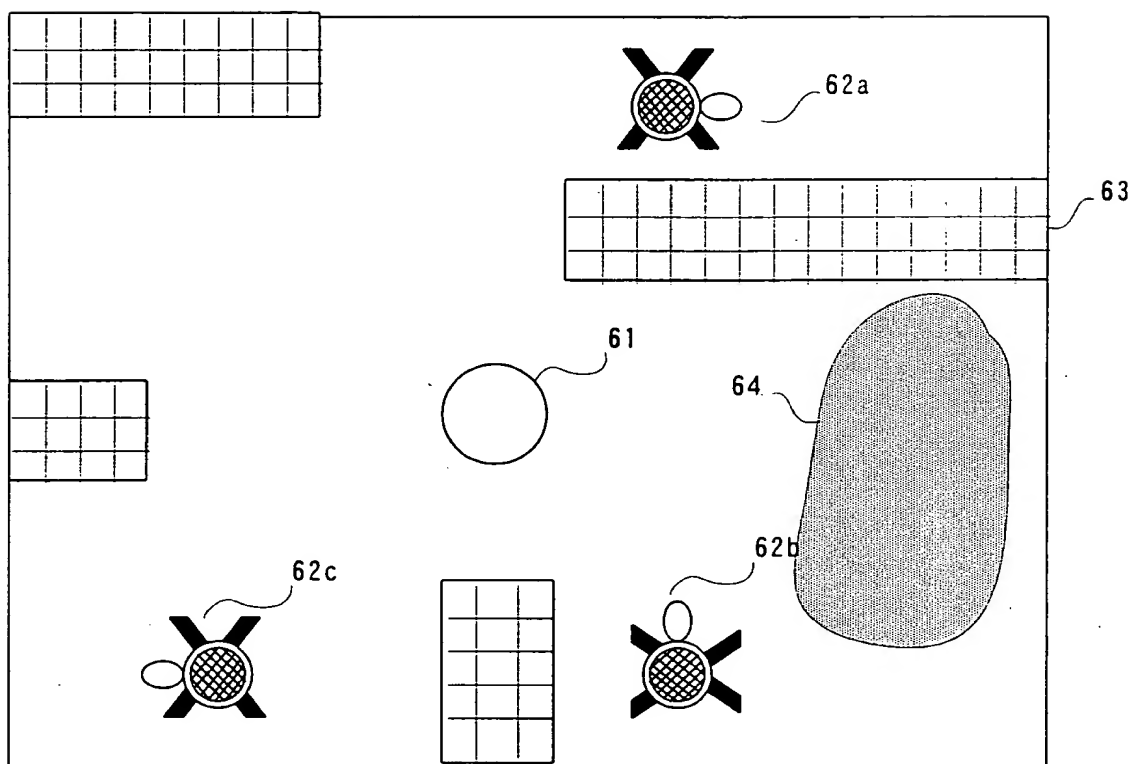


FIG. 9

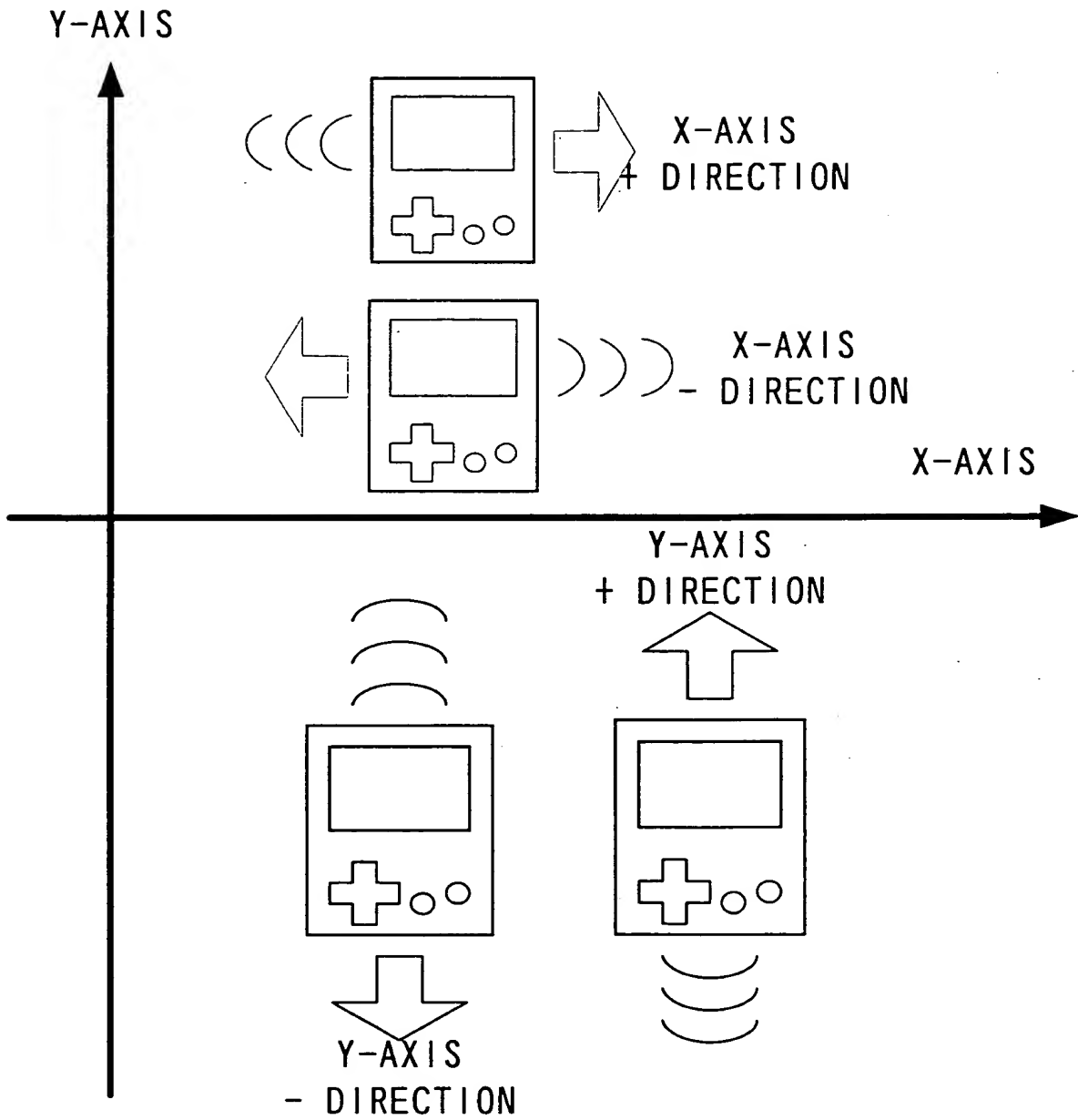


FIG. 10

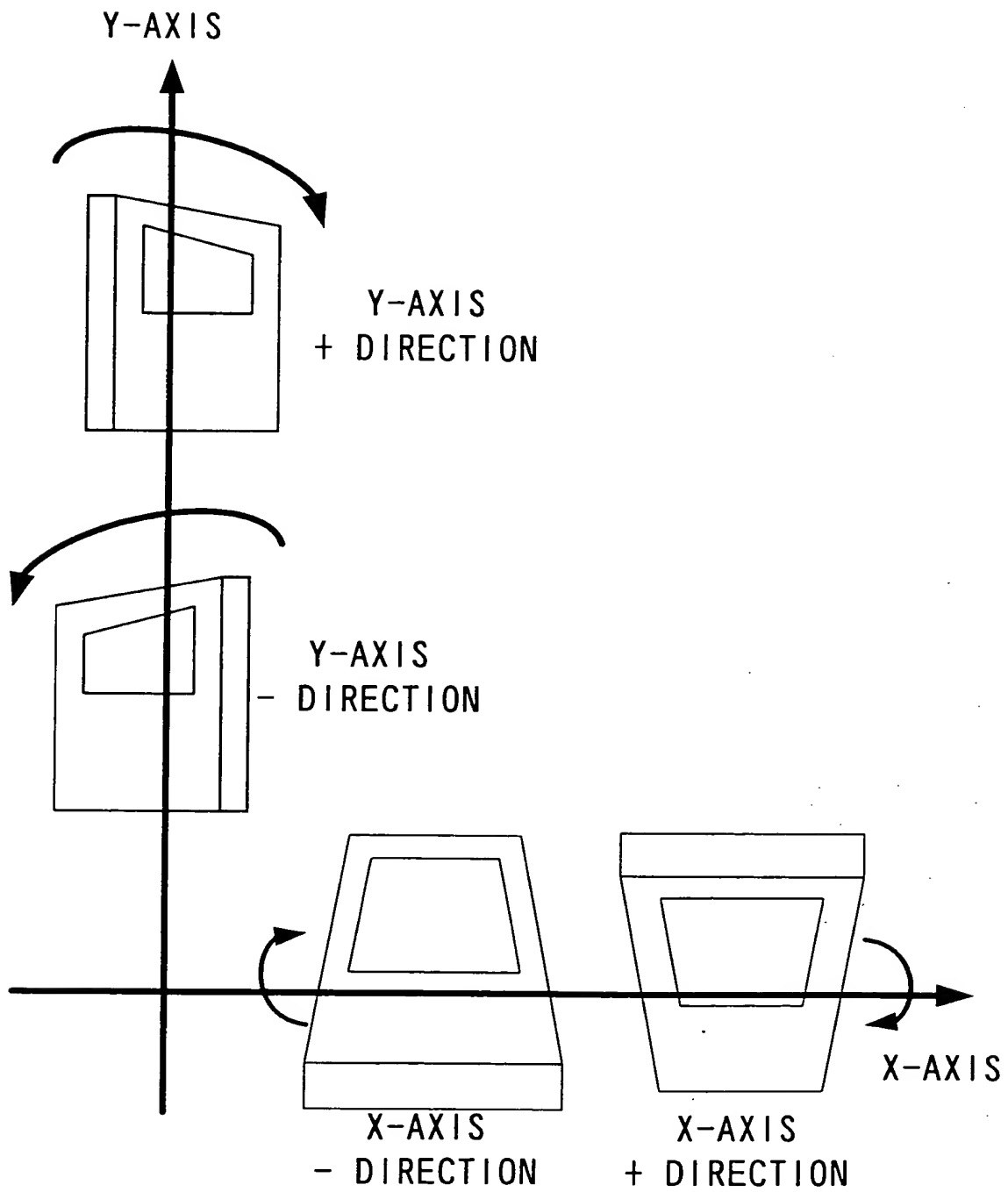


FIG. 11

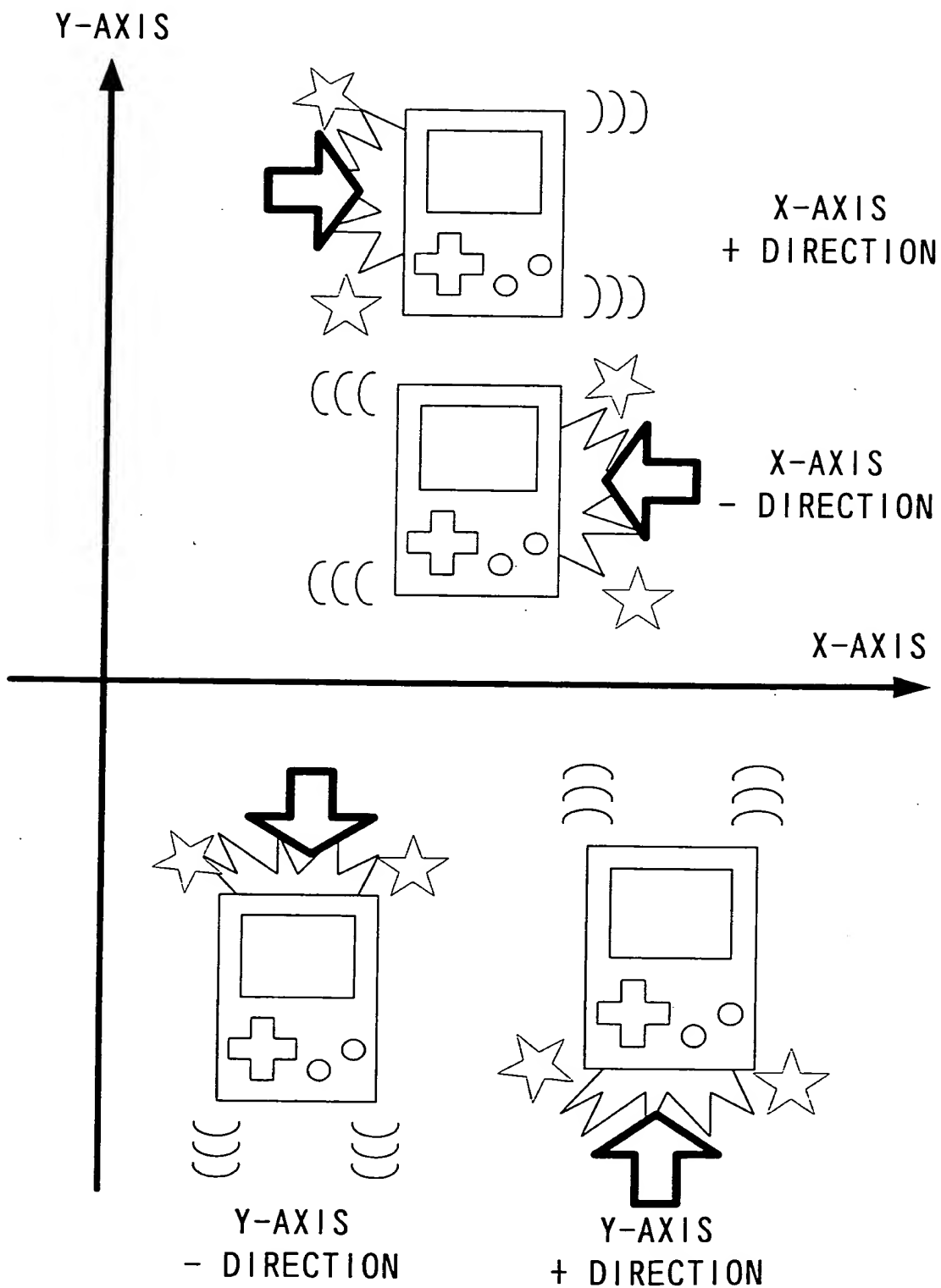


FIG. 12

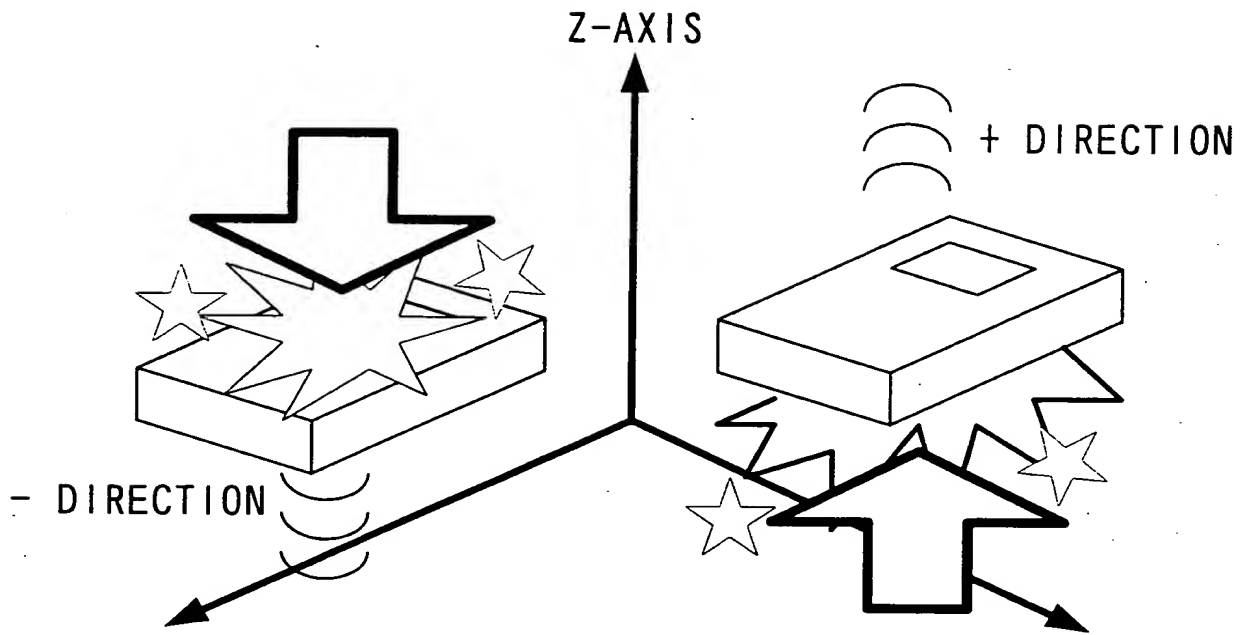
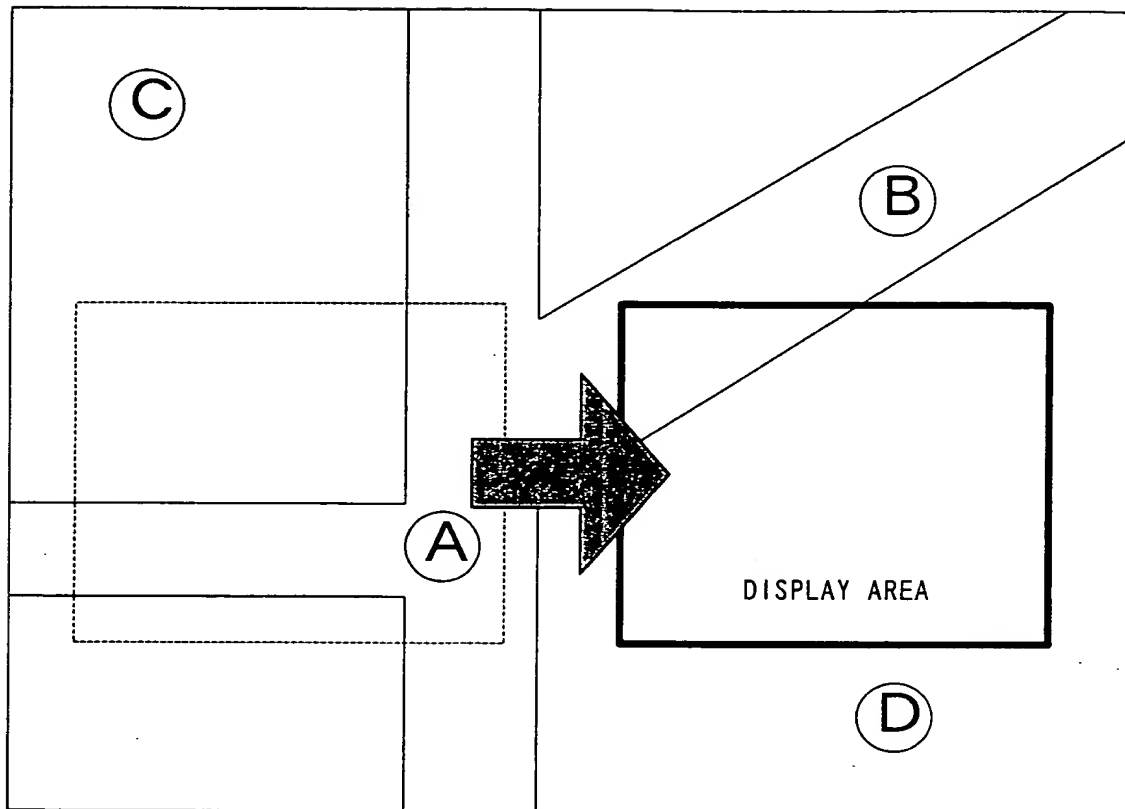


FIG. 13



VIRTUAL MAP

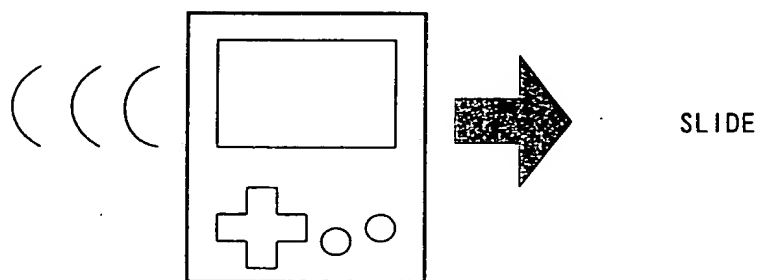


FIG. 14

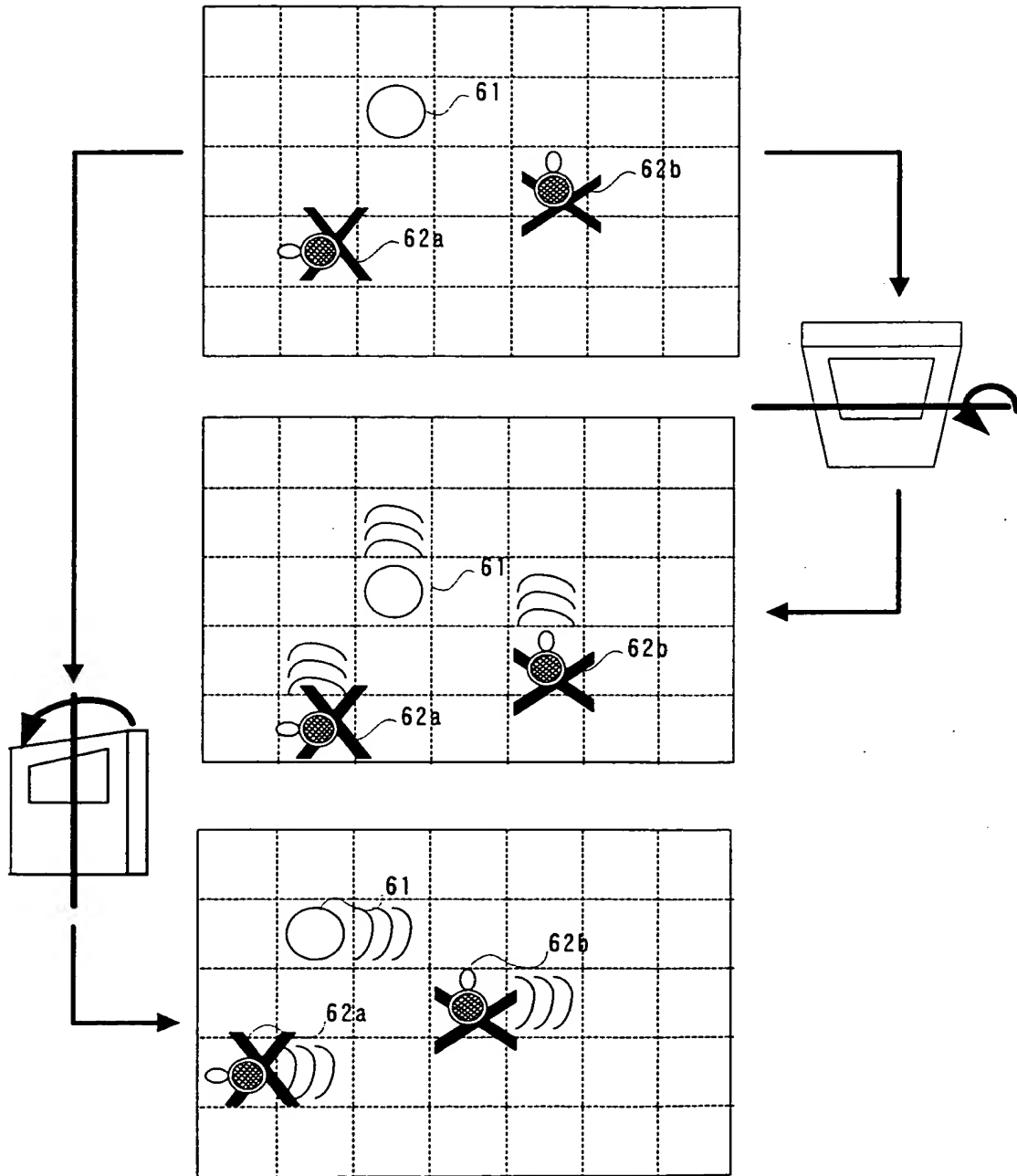


FIG. 15

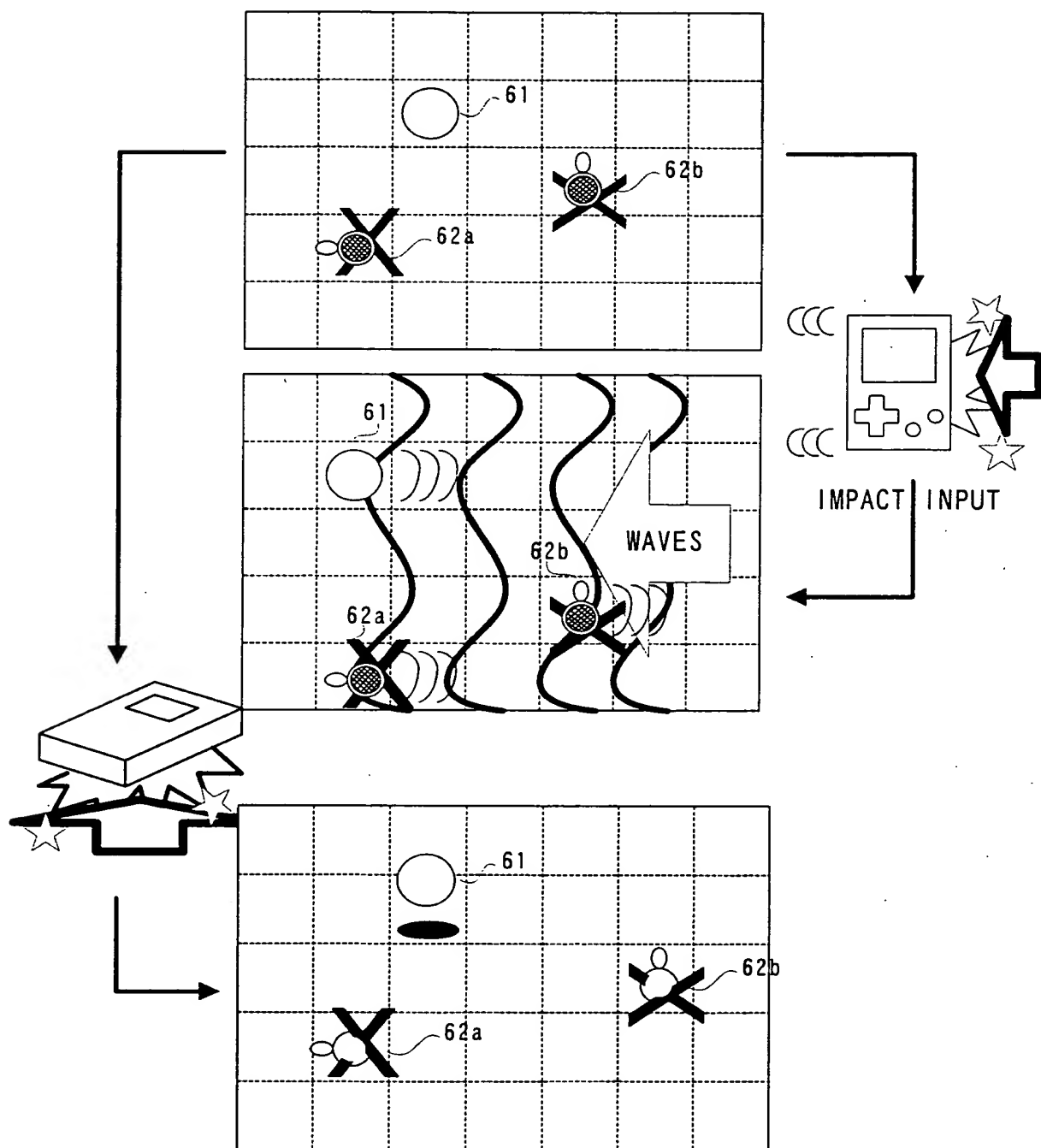


FIG. 16

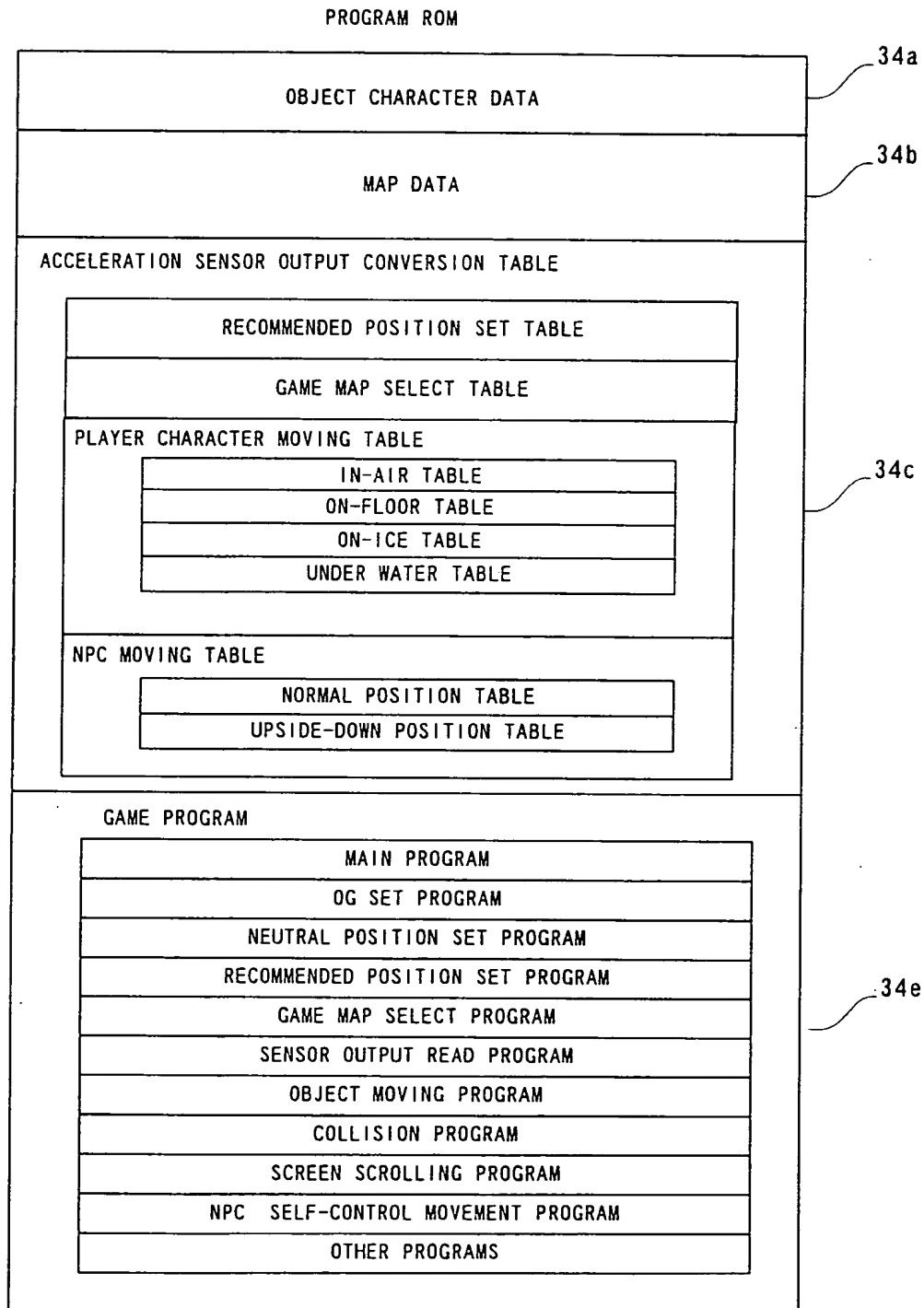


FIG. 17

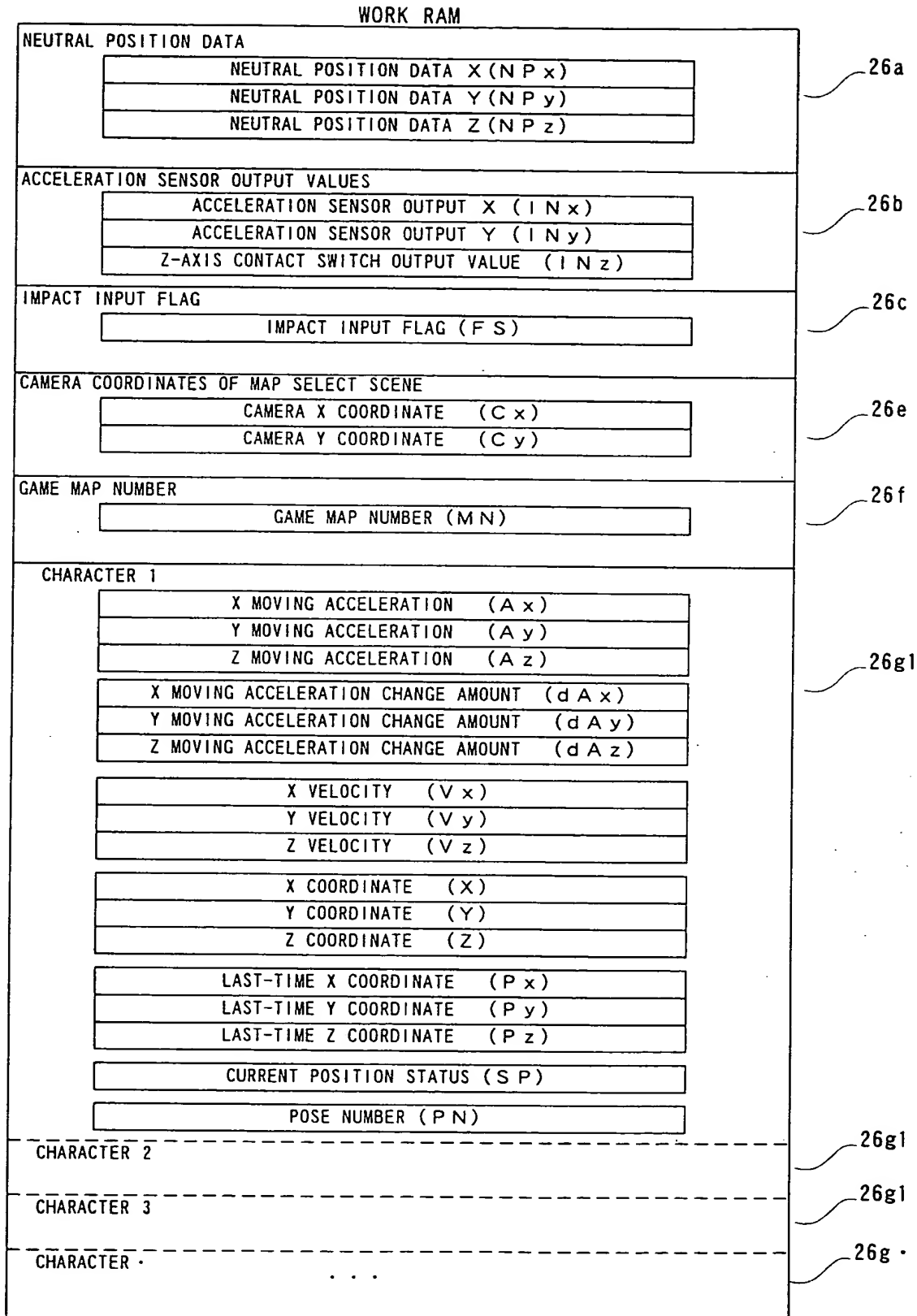


FIG. 18

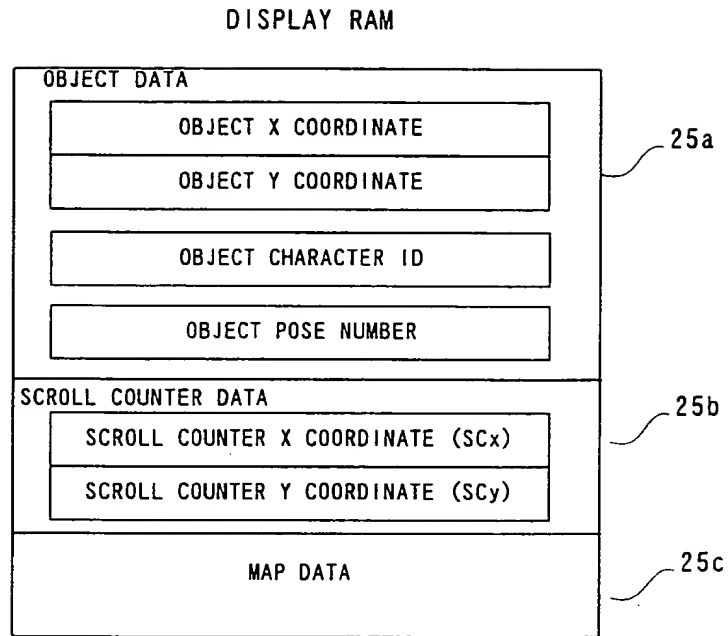


FIG. 19

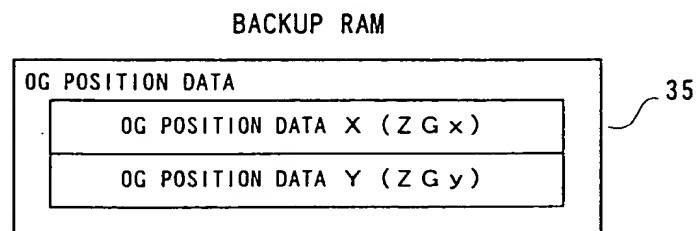


FIG. 20

GAME MAP SELECT PROCESSING TABLE

	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAR CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X (IN <sub>x</sub> )	CHANGE AMOUNT OF CAMERA X COORDINATE (C <sub>x</sub> )	× 2	—	—	—	—
SENSOR OUTPUT VALUE Y (IN <sub>y</sub> )	CHANGE AOUNT OF CAMERA Y COORDINATE (C <sub>y</sub> )	× 2	—	—	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (IN <sub>z</sub> )	MAP DECISION	—	—	—	—	—
INPACT INPUT FLAG (FS)	—	—	—	—	—	—

FIG. 21

PLAYER CHARACTER MOVING TABLE (IN-AIR)

	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAT CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X (IN <sub>x</sub> )	—	—	—	—	—	—
SENSOR OUTPUT VALUE Y (IN <sub>y</sub> )	—	—	—	—	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (IN <sub>z</sub> )	CHANGE AMOUNT OF Z MOVING ACCELERATION (dA <sub>z</sub> )	× 1	—	—	—	—
INPACT INPUT FLAG (FS)	—	—	—	—	—	—

FIG. 22

PLAYER CHARACTER MOVING TABLE (ON-FLOOR)

	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAR CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 2$	$ nx  > 20$	40	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE AOUNT OF Y MOVING ACCELERATION (dAy)	$\times 2$	$ ny  > 20$	40	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
INPACT INPUT FLAG (FS)	CHANGE AMOUNT OF XY MOVING ACCELERATION (dAx, dAy)	$\times 3$	—	—	—	—

FIG. 23

PLAYER CHARACTER MOVING TABLE (ON-ICE)

	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAT CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 3$	$ nx  > 20$	60	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE AOUNT OF Y MOVING ACCELERATION (dAy)	$\times 3$	$ ny  > 20$	60	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
INPACT INPUT FLAG (FS)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 5$	—	—	—	—

FIG. 24

PLAYER CHARACTER MOVING TABLE (UNDER-WATER)

	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAR CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 1 / 2$	$1n_x > 20$	60	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE AOUNT OF Y MOVING ACCELERATION (dAy)	$\times 1 / 2$	$1n_y > 20$	60	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
INPACT INPUT FLAG (FS)	—	—	—	—	—	—

FIG. 25

NPC MOVING TABLE (FOR TORTOISE NORMAL POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAT CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 1 / 2$	$1n_x < 10$	0	$1n_x > 20$	10
SENSOR OUTPUT VALUE Y(INy)	CHANGE AOUNT OF Y MOVING ACCELERATION (dAy)	$\times 1 / 2$	$1n_y < 10$	0	$1n_y > 20$	10
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	POSITION INVERSION	—	—	—	—	—
INPACT INPUT FLAG (FS)	—	—	—	—	—	—

FIG. 26

NPC MOVING TABLE (FOR TORTOISE UPSIDE-DOWN POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAT CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X (INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 2$	$ n_x  > 20$	40	—	
SENSOR OUTPUT VALUE Y (INy)	CHANGE AOUNT OF Y MOVING ACCELERATION (dAy)	$\times 1$	$ n_y  > 20$	40	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	POSITION INVERSION	—	—	—	—	—
INPACT INPUT FLAG (FS)	—	—	—	—	—	—

FIG. 27

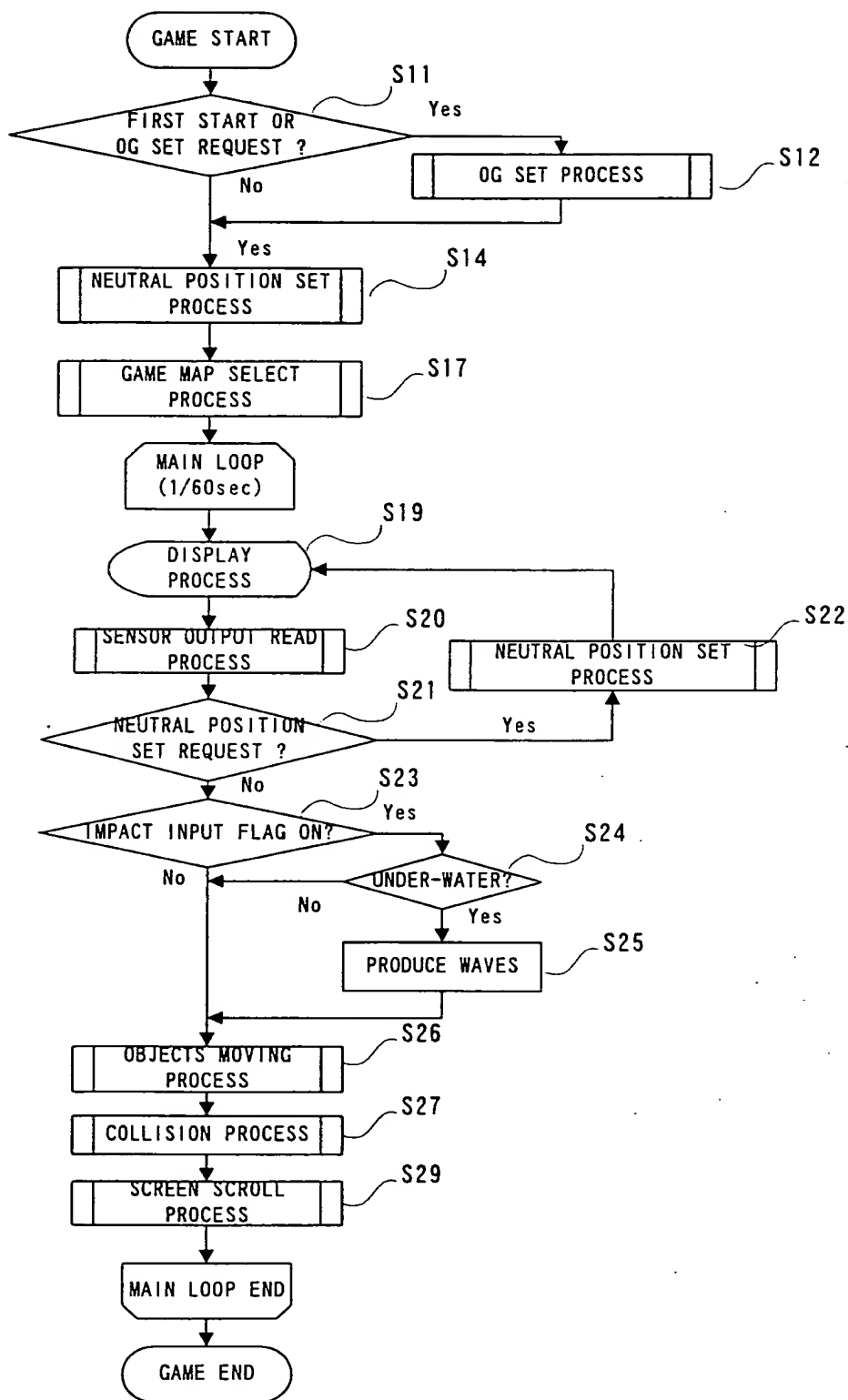


FIG. 28

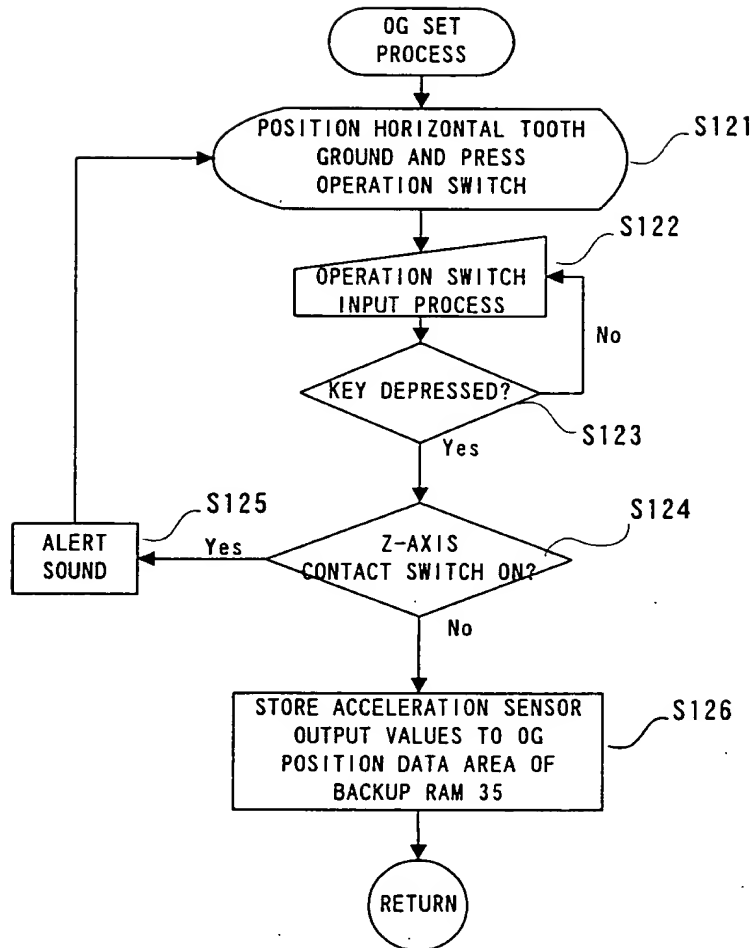


FIG. 29

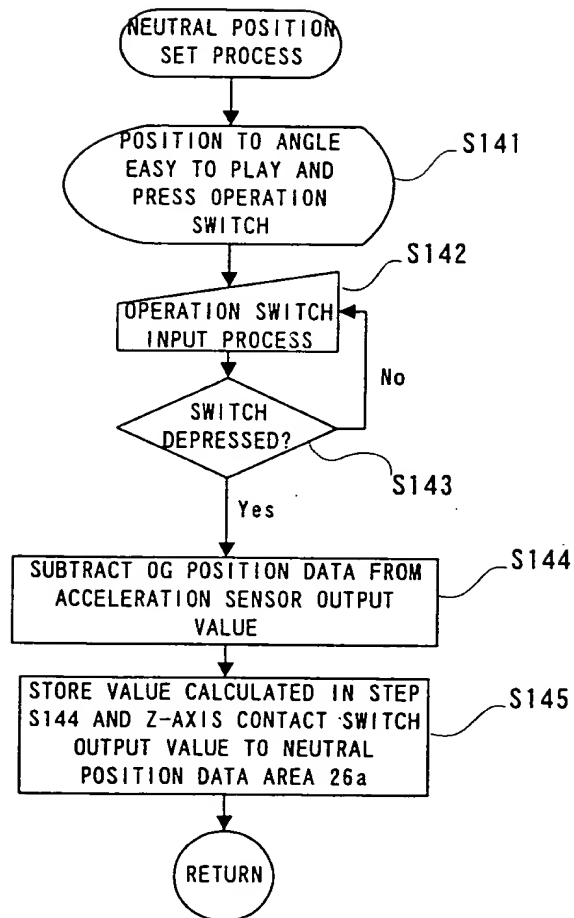


FIG. 30

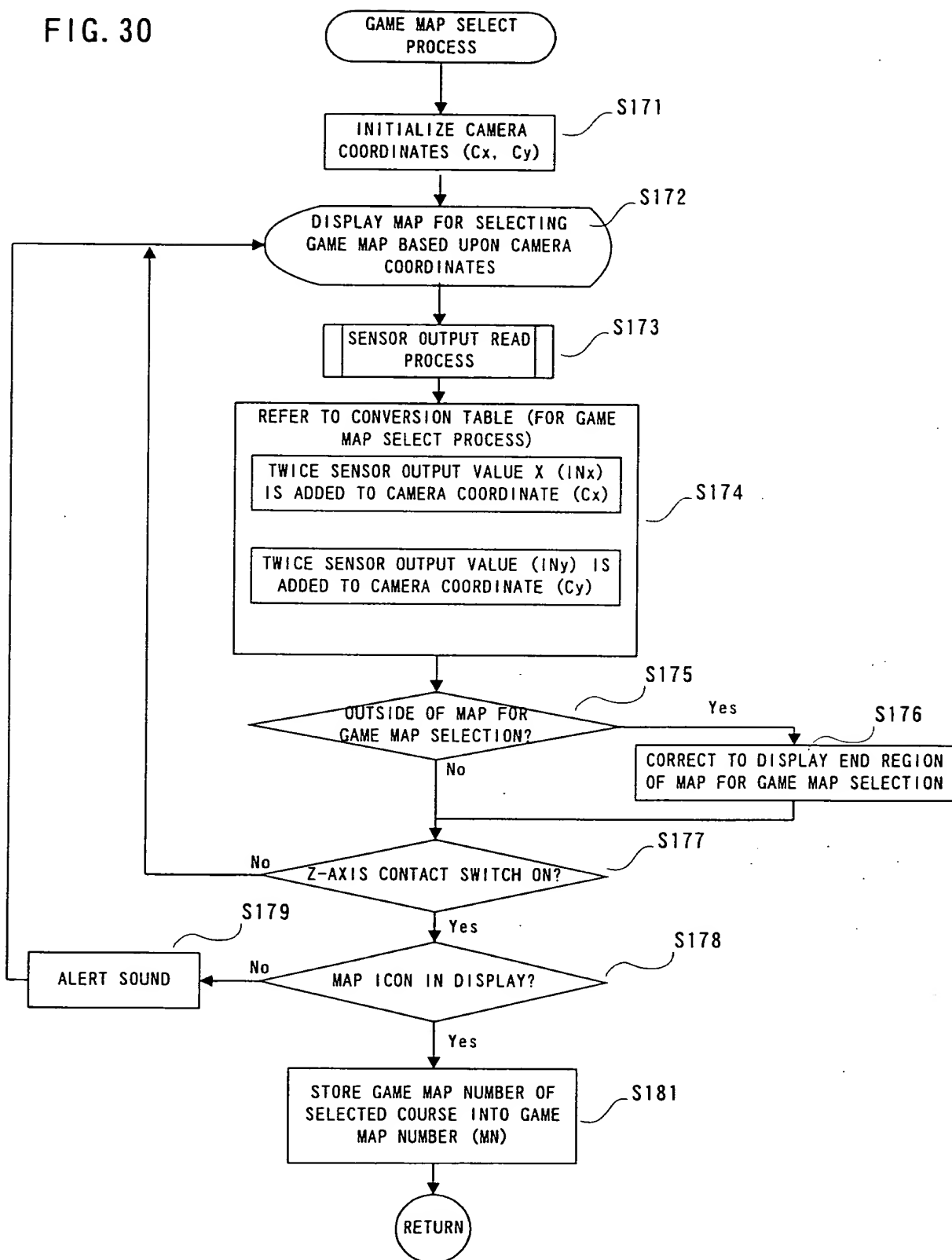


FIG. 31

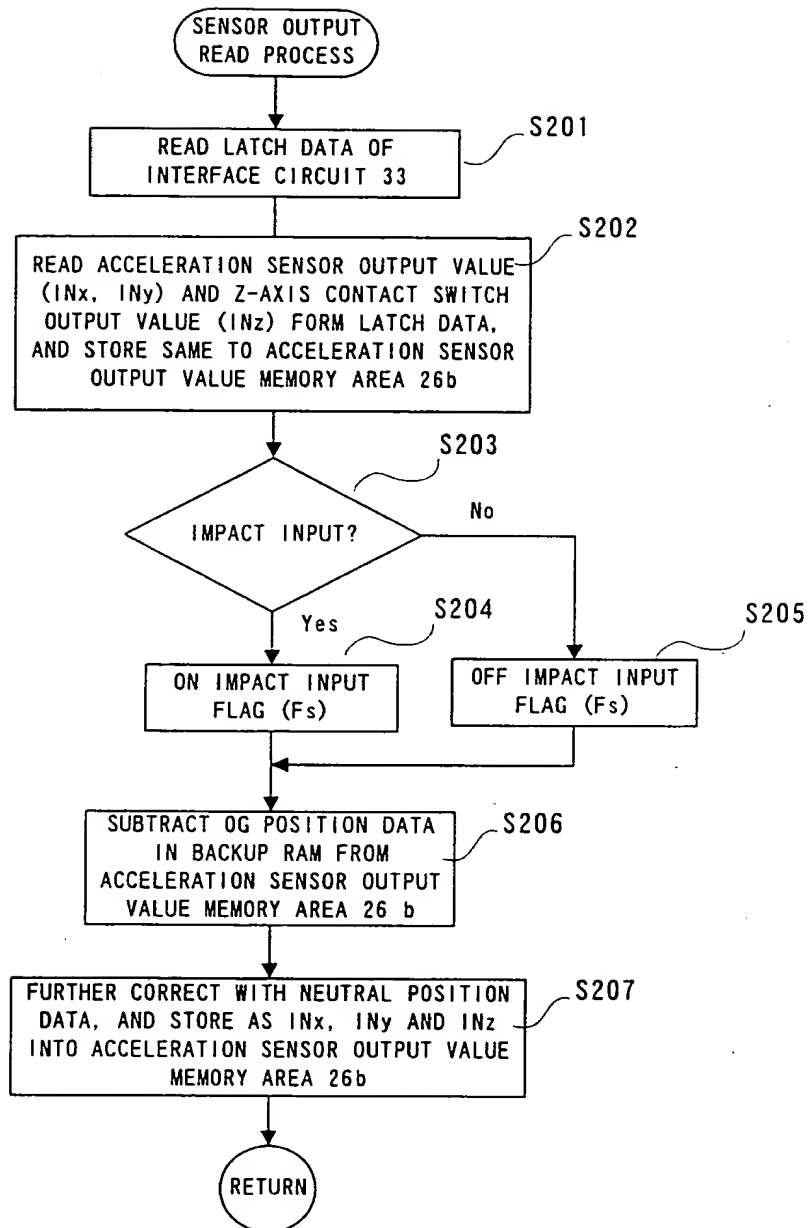


FIG. 32

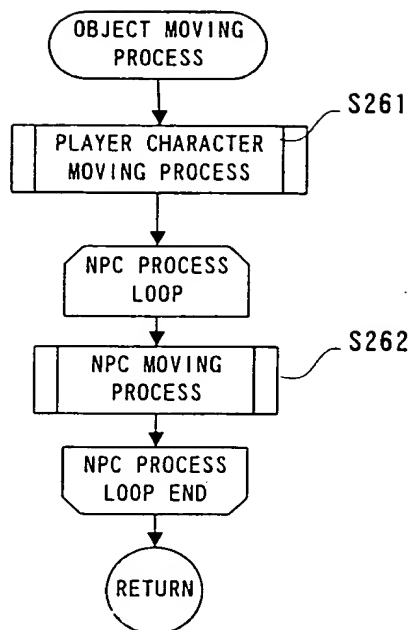


FIG. 33

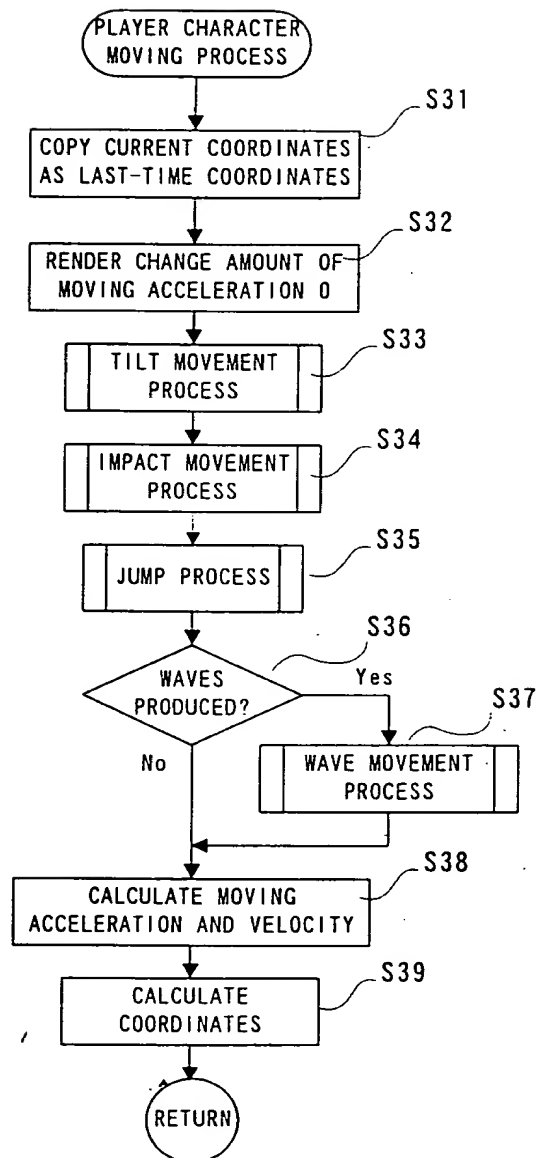


FIG. 34

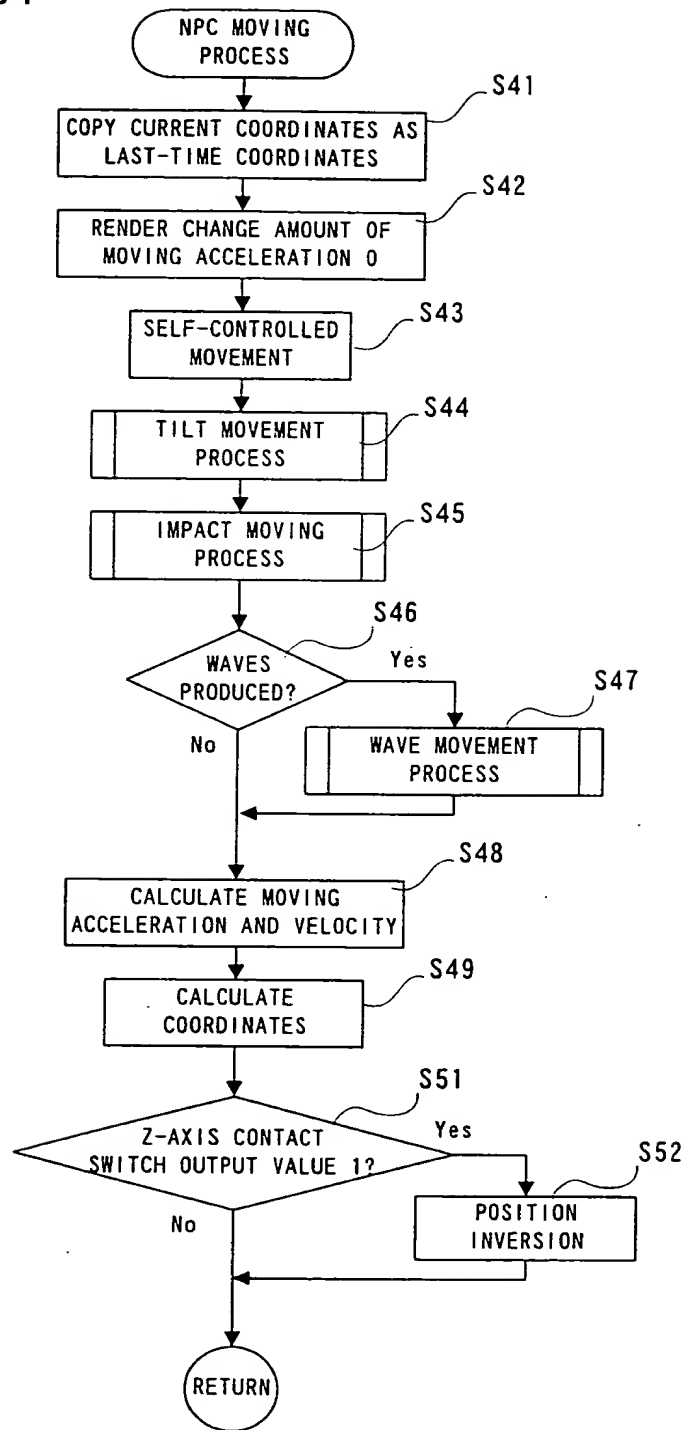


FIG. 35

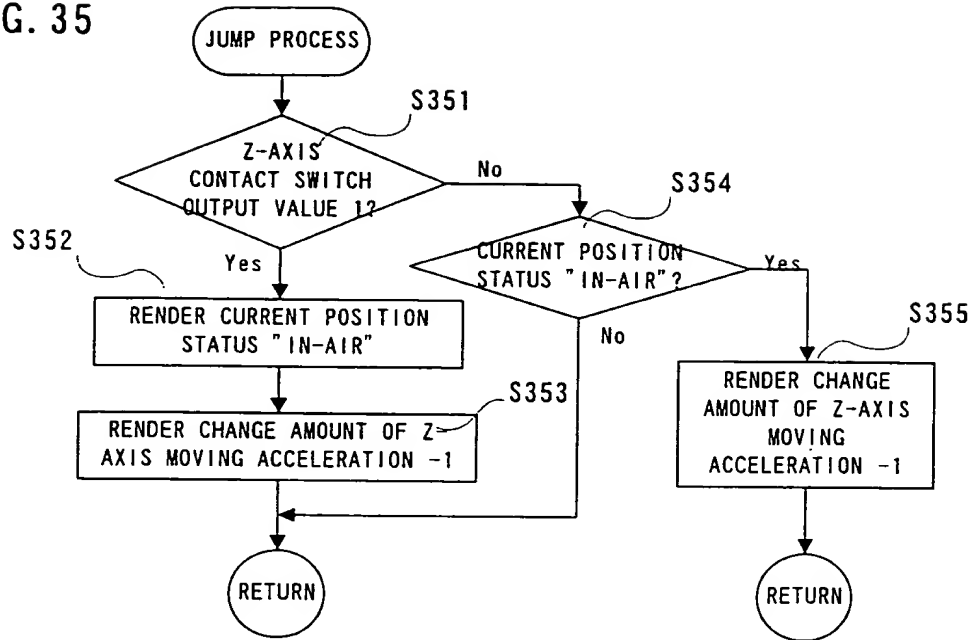


FIG. 36

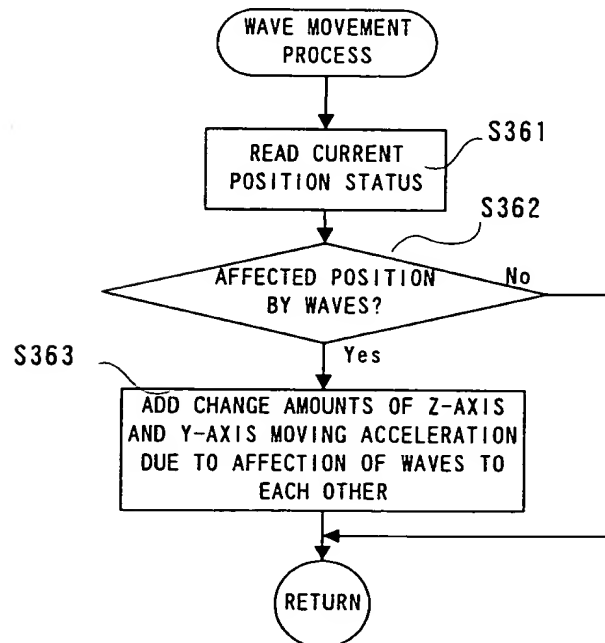


FIG. 37

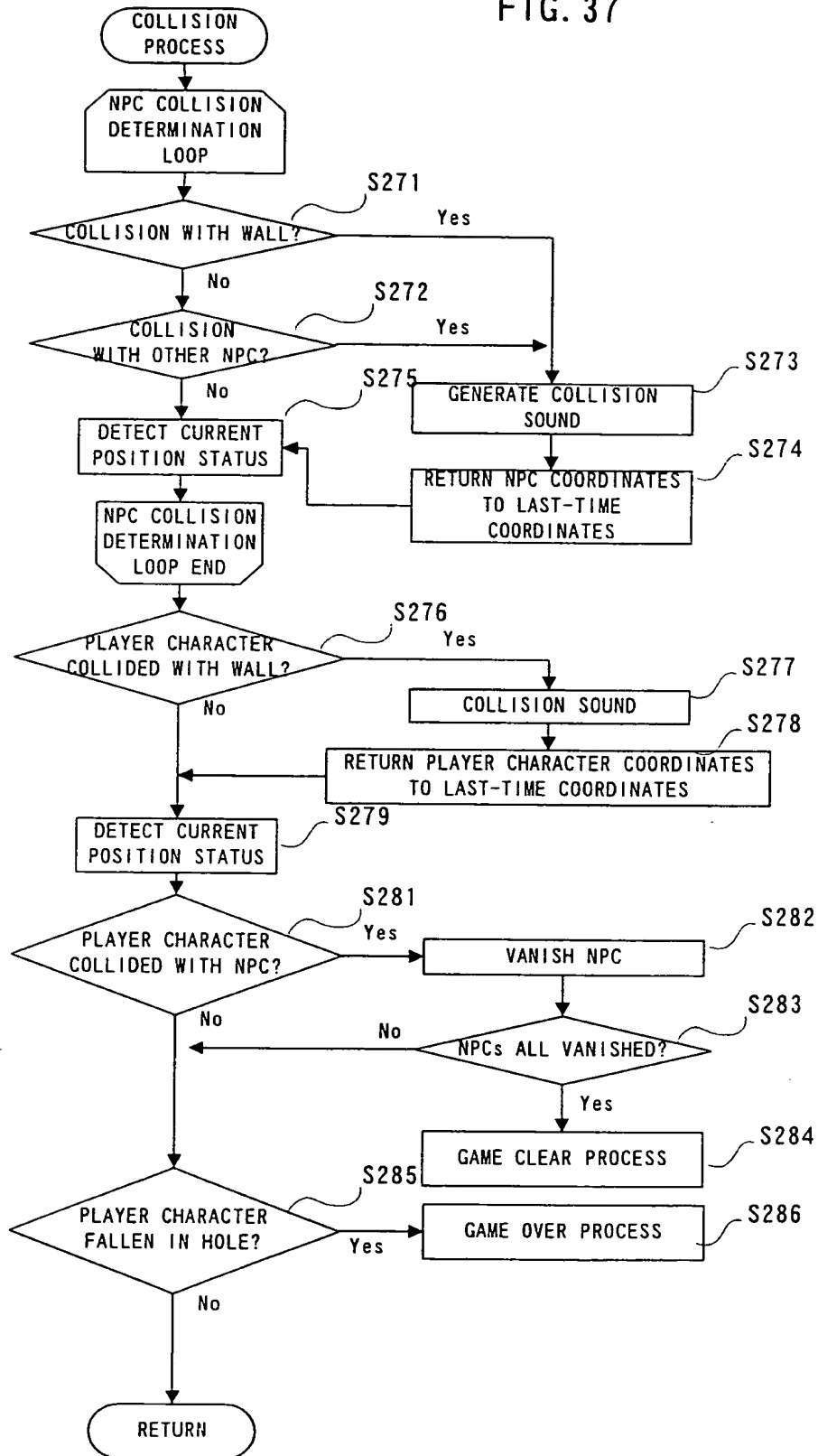


FIG. 38

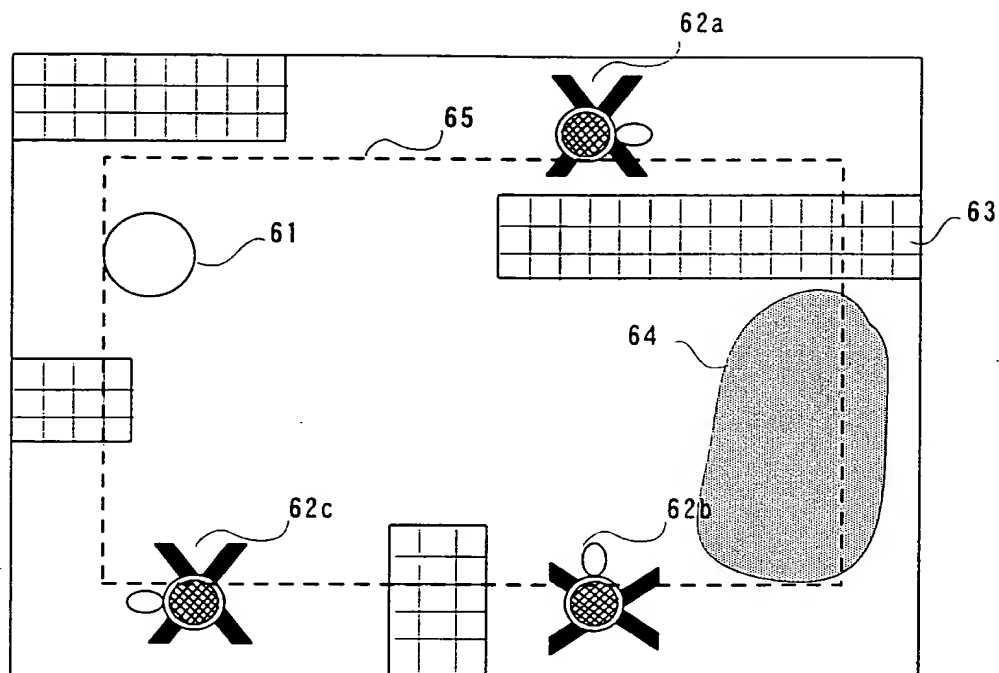


FIG. 39

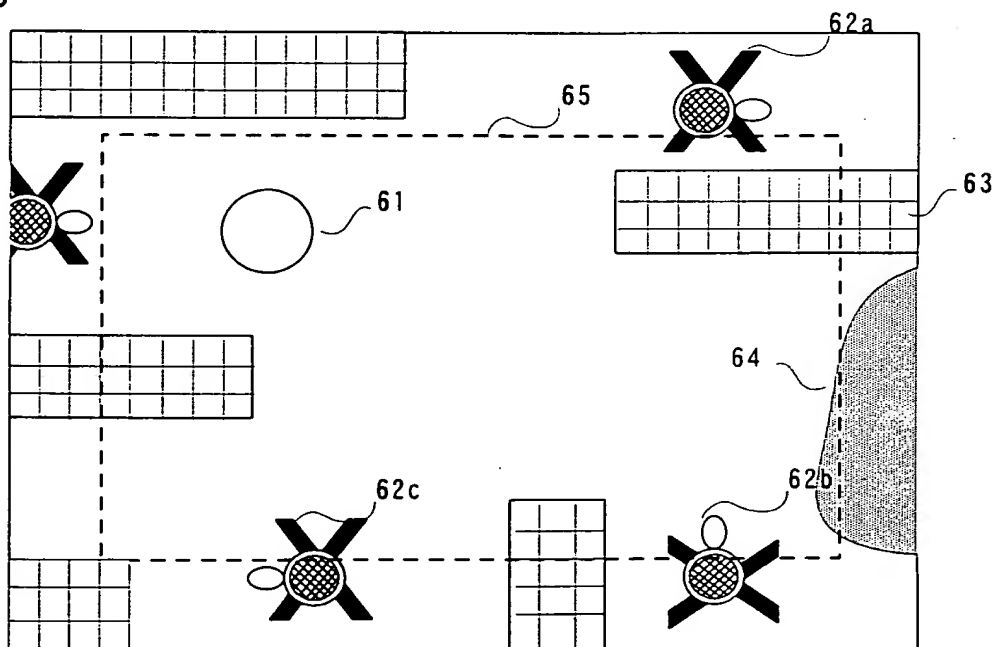


FIG. 40

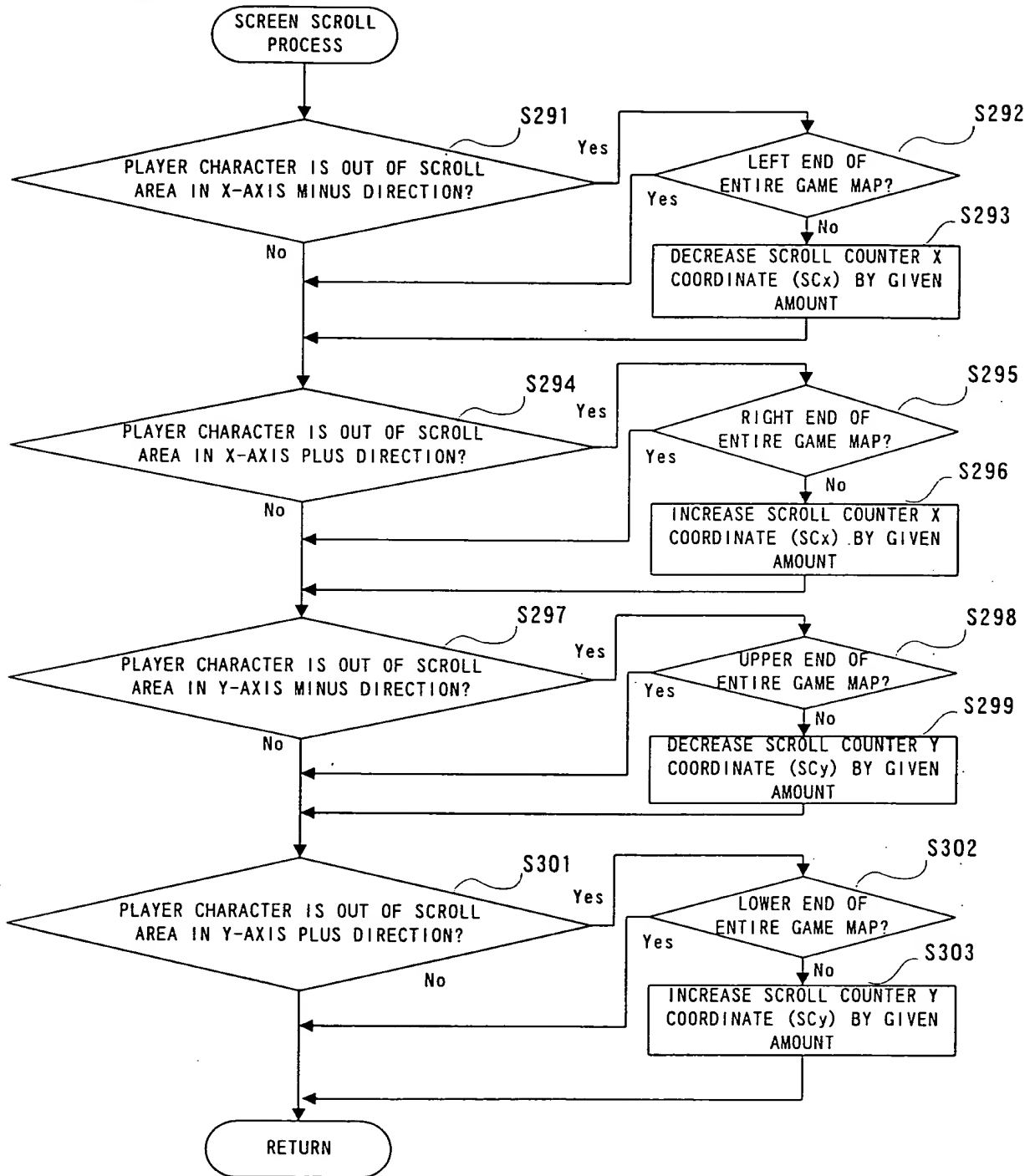


FIG. 41

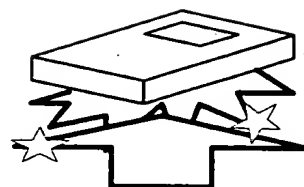
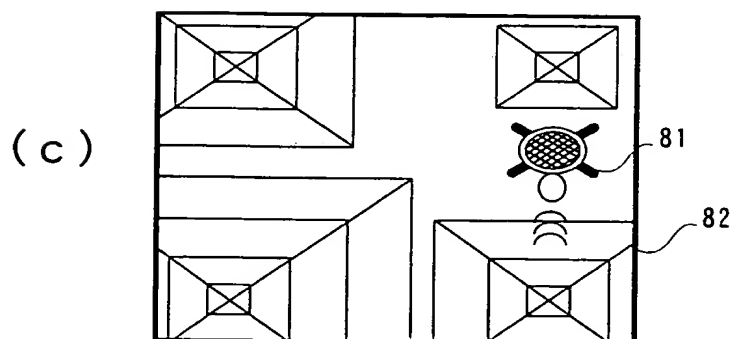
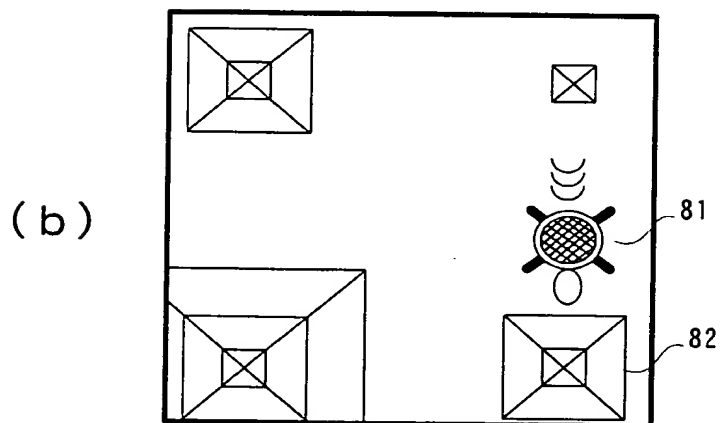
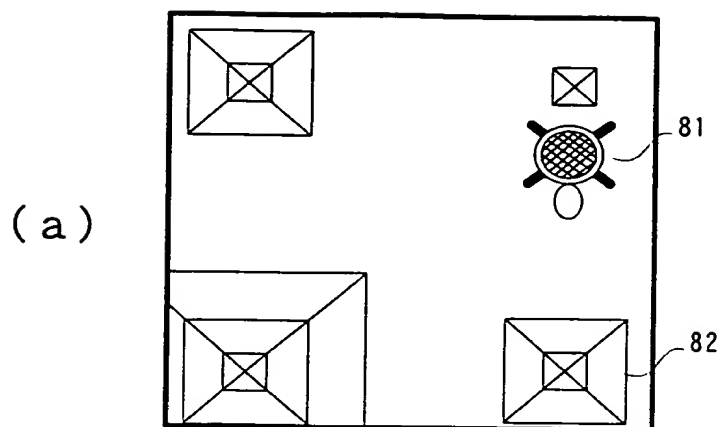


FIG. 42

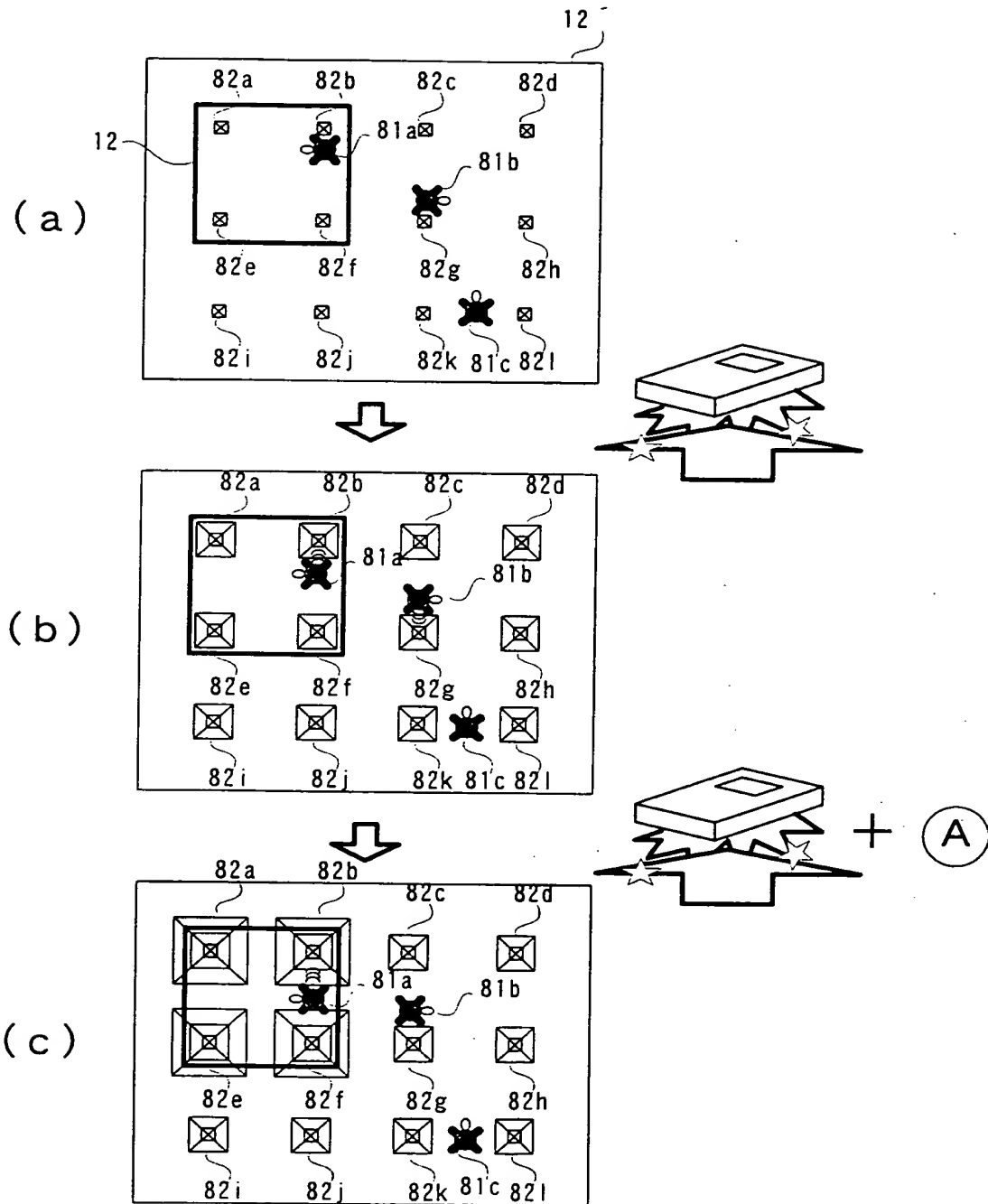


FIG. 43

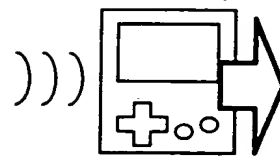
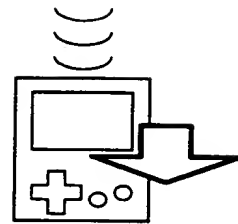
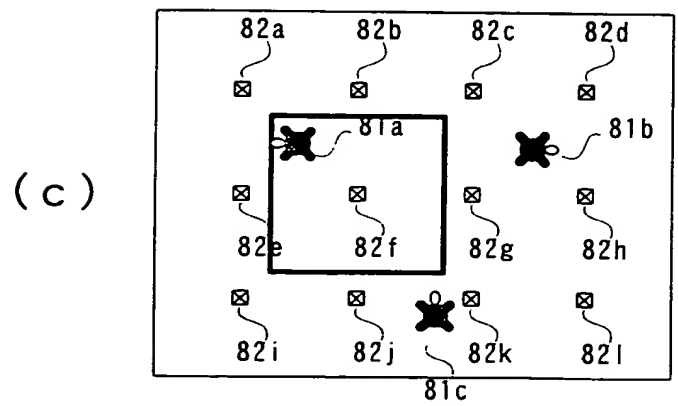
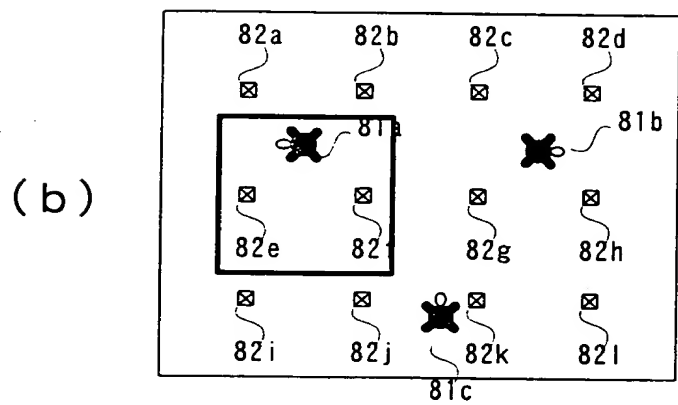
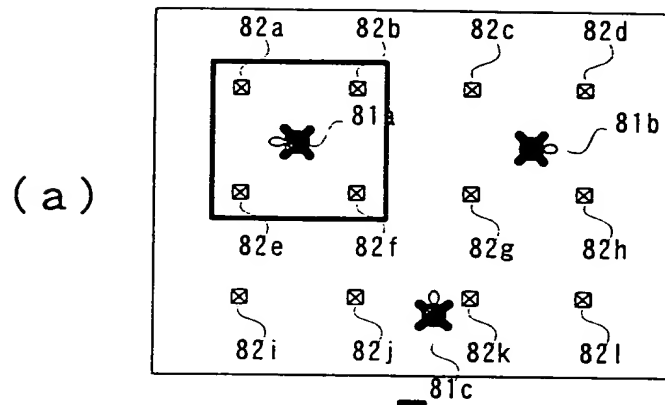
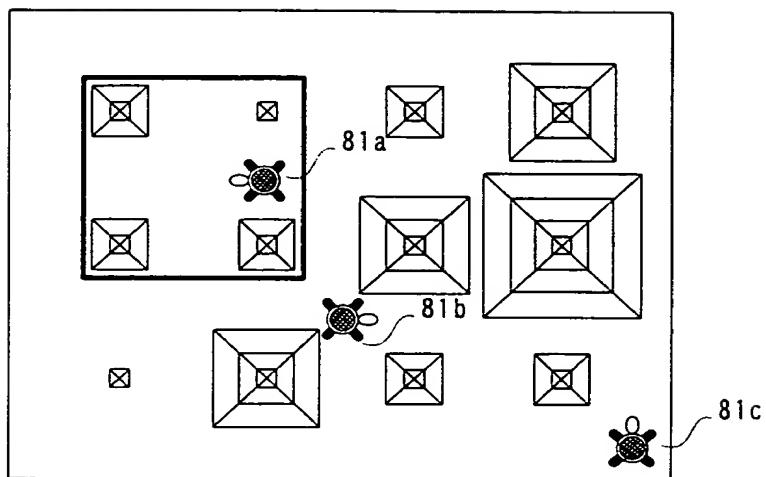


FIG. 44

(a)



(b)

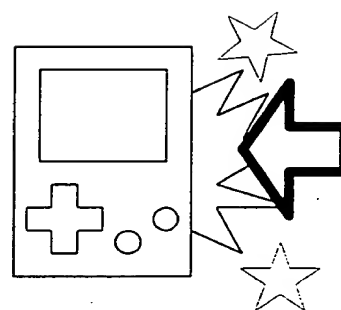
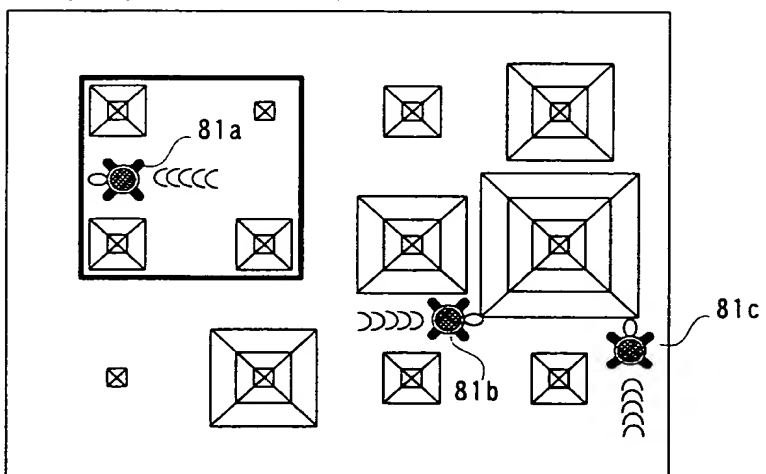


FIG. 45

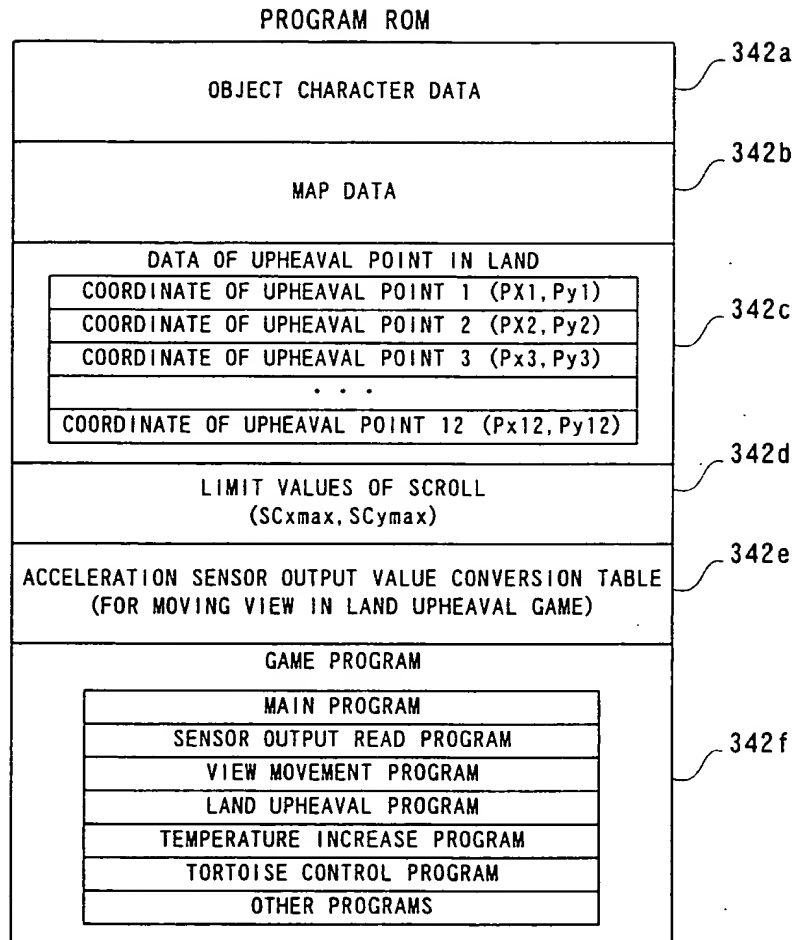


FIG. 46

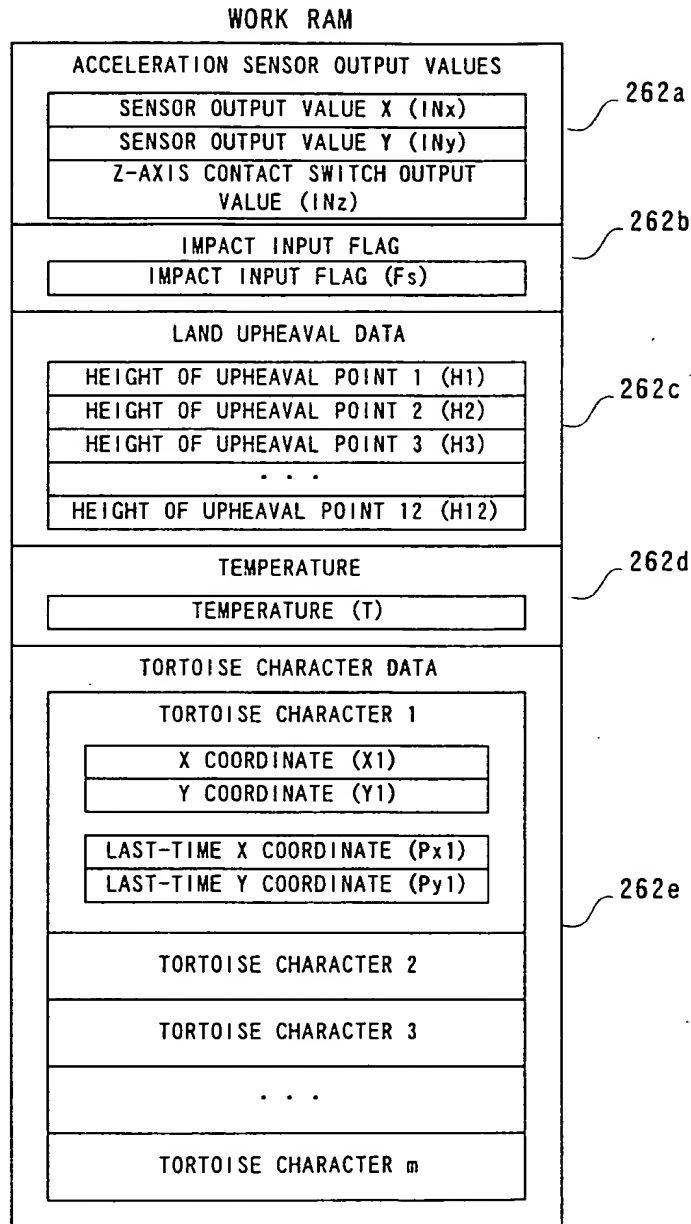


FIG. 47

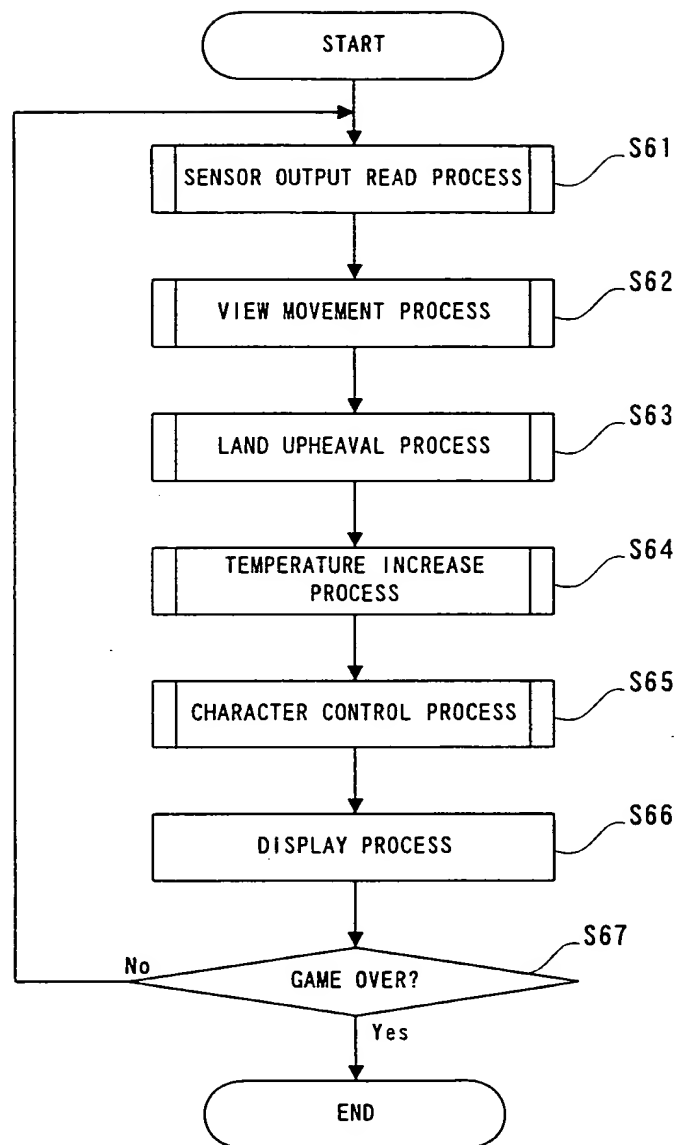


FIG. 48

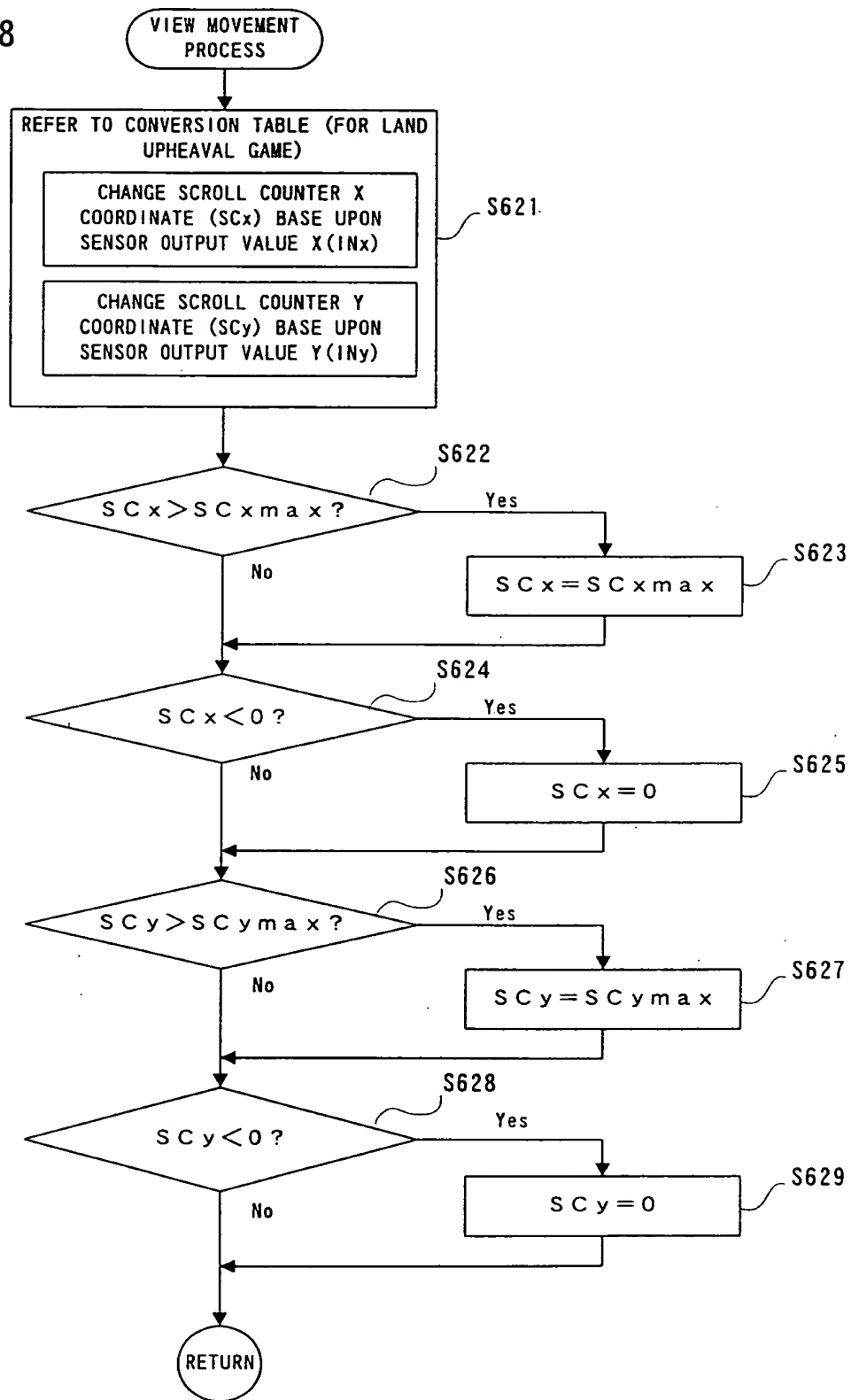


FIG. 49

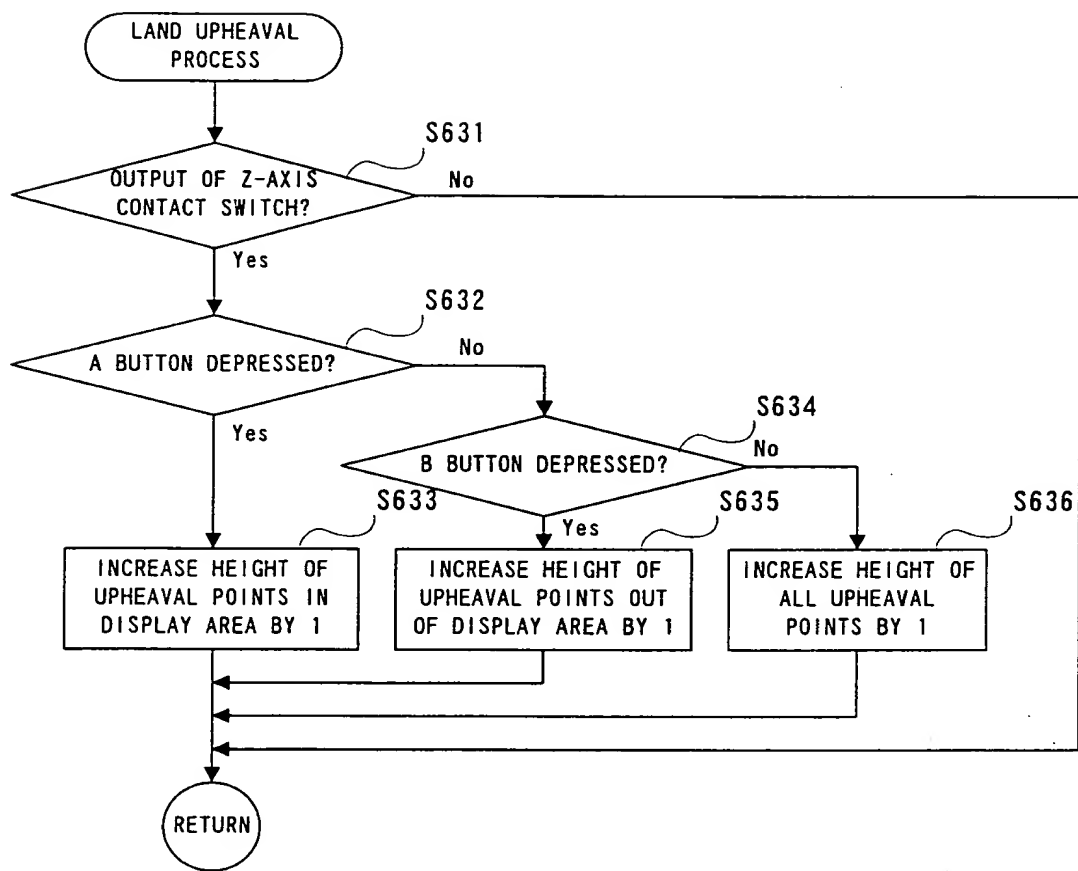


FIG. 50

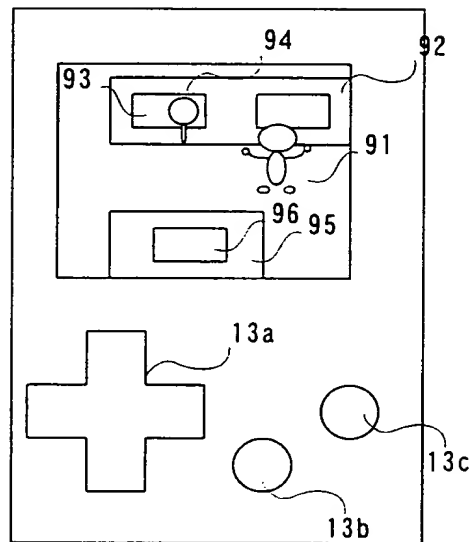


FIG. 51

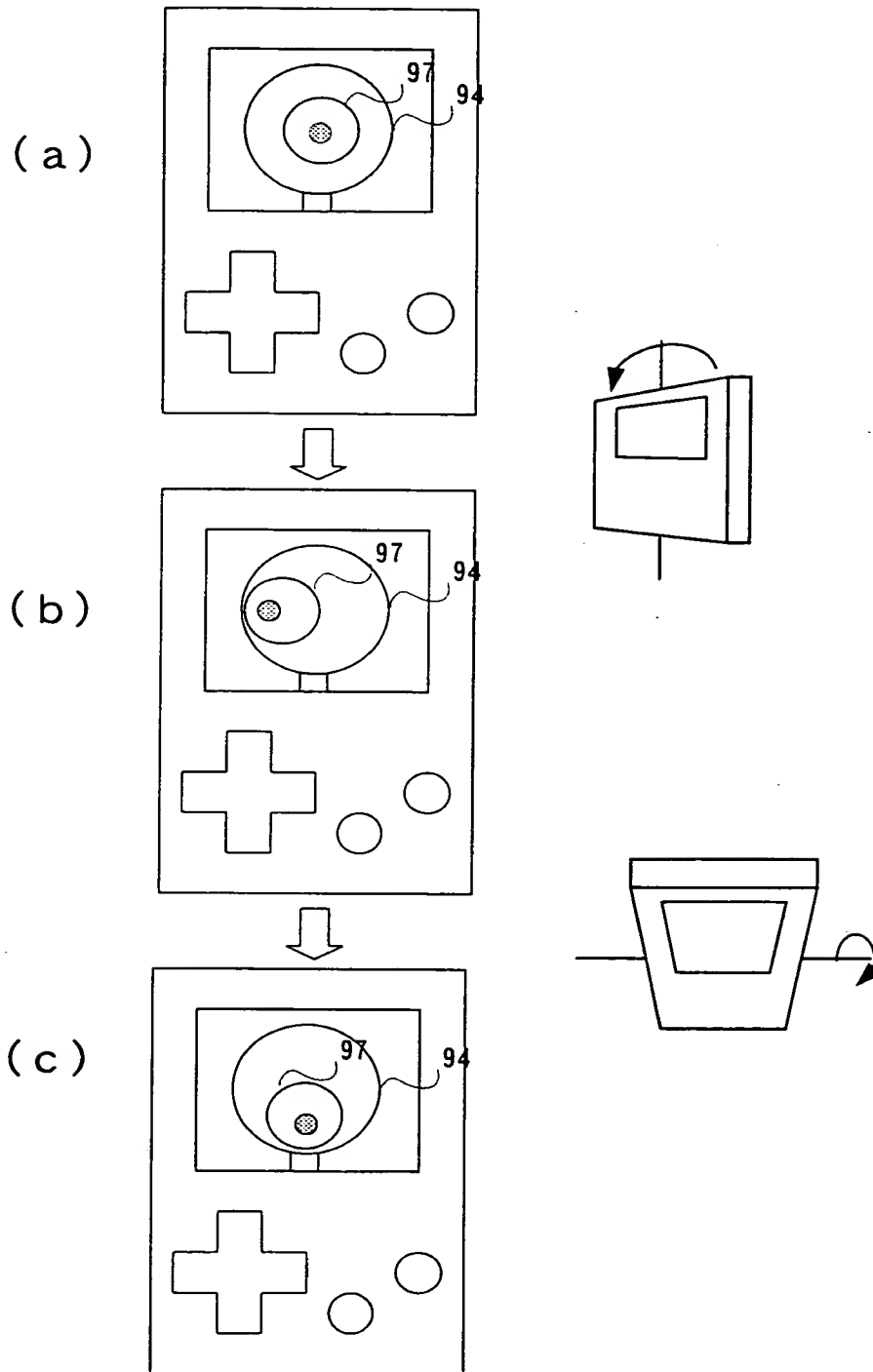


FIG. 52

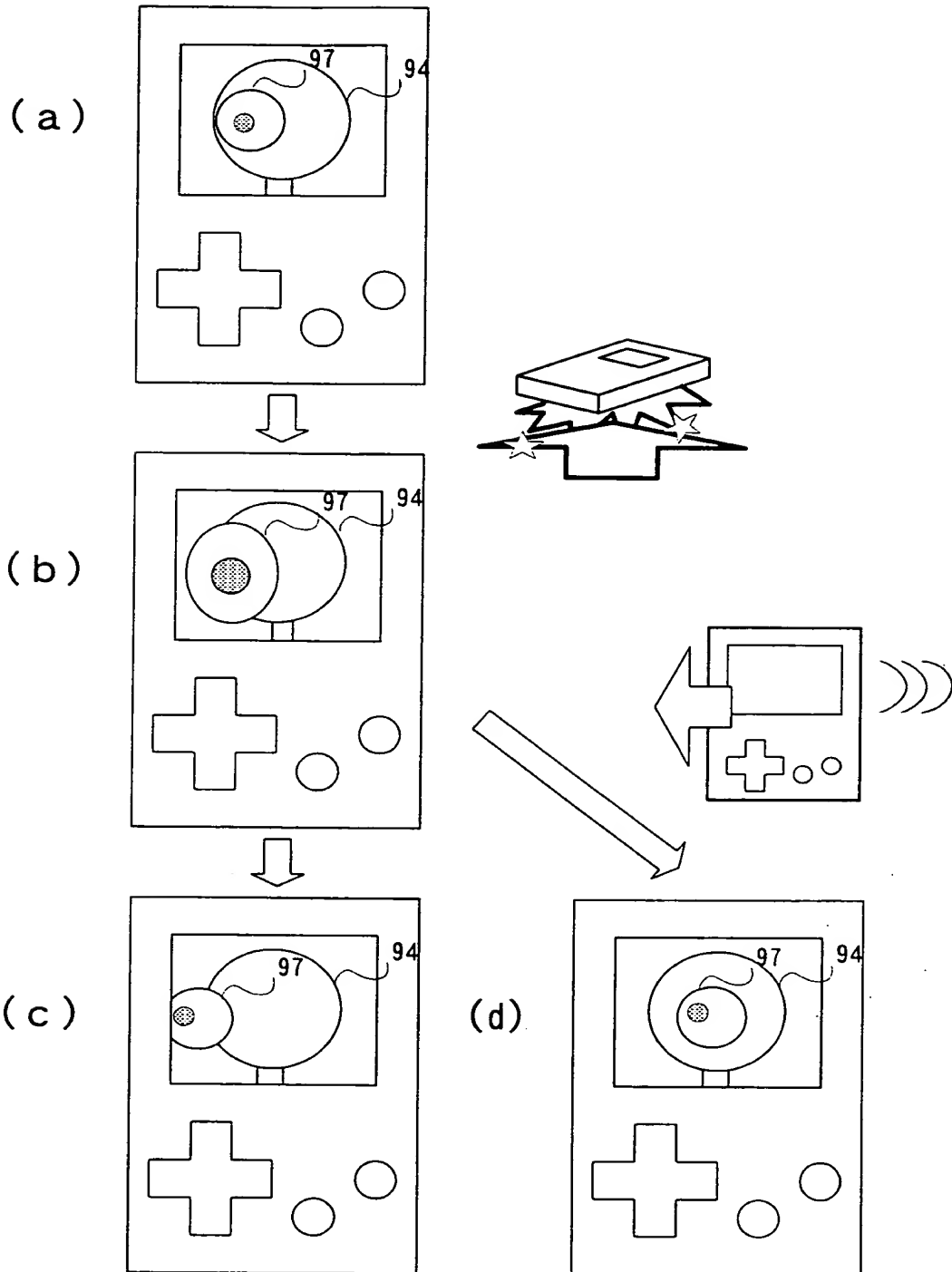


FIG. 53

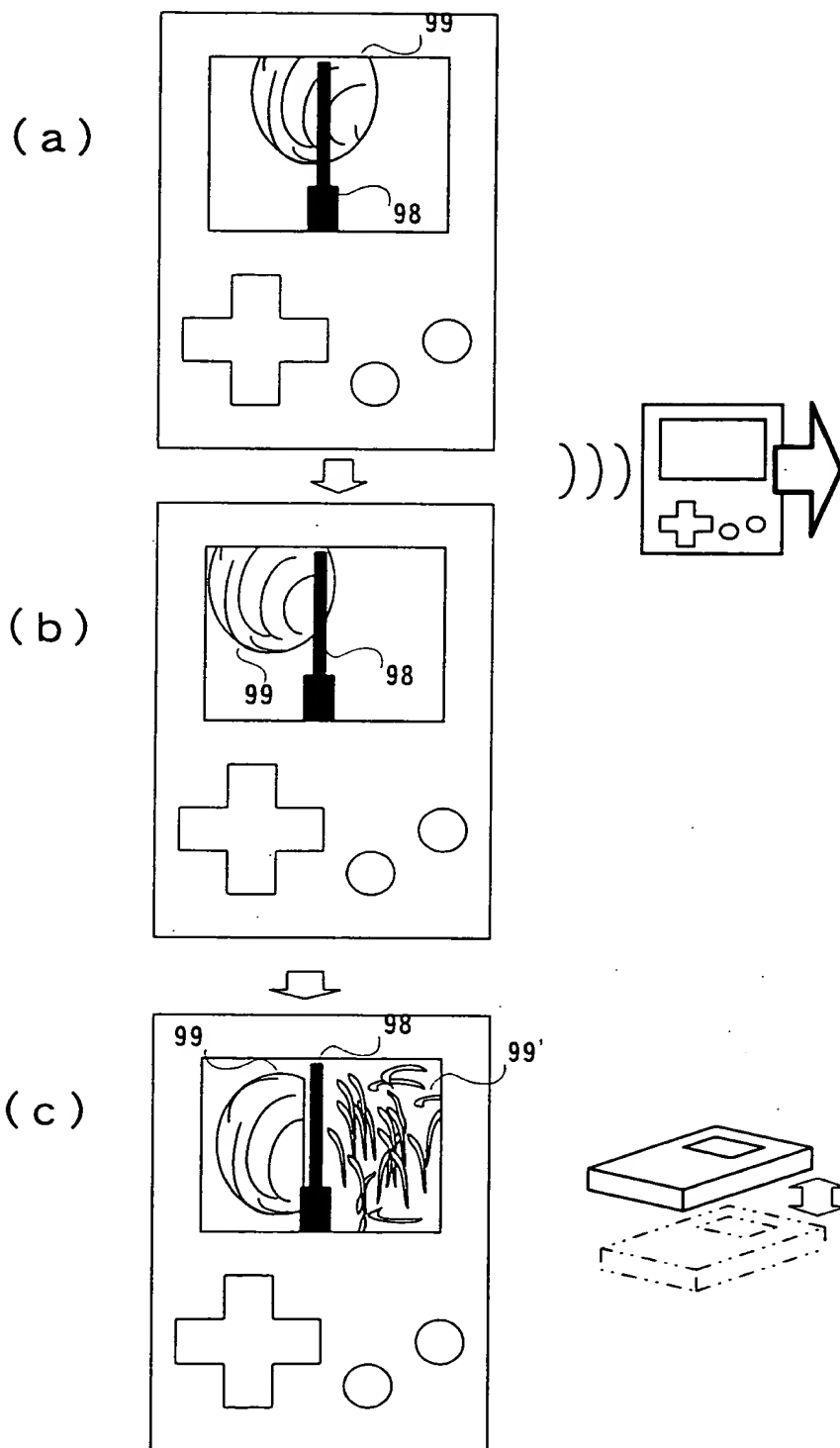


FIG. 54

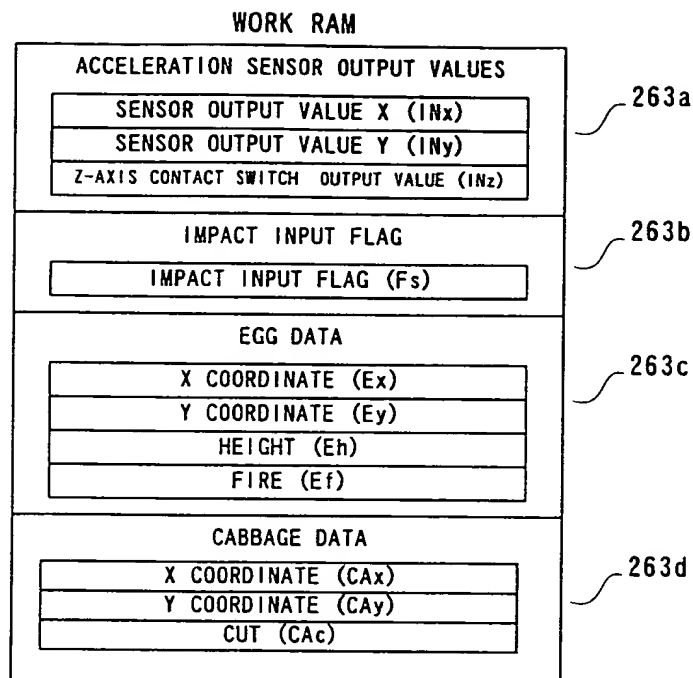


FIG. 55

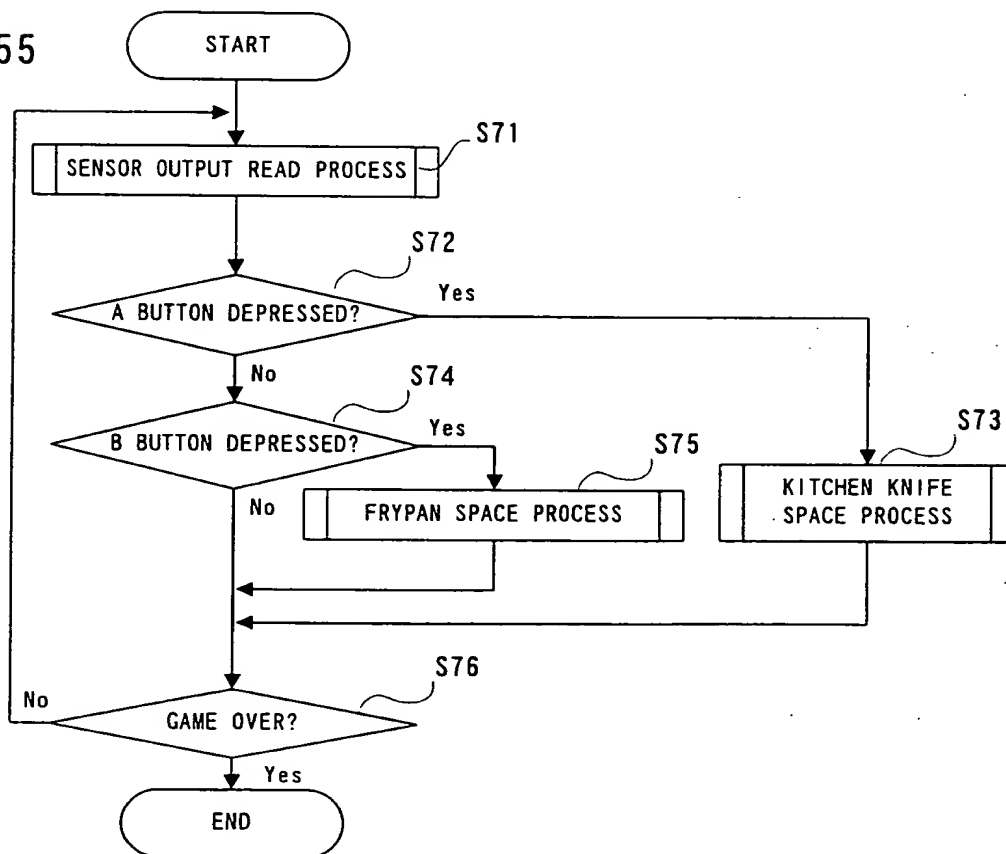


FIG. 56

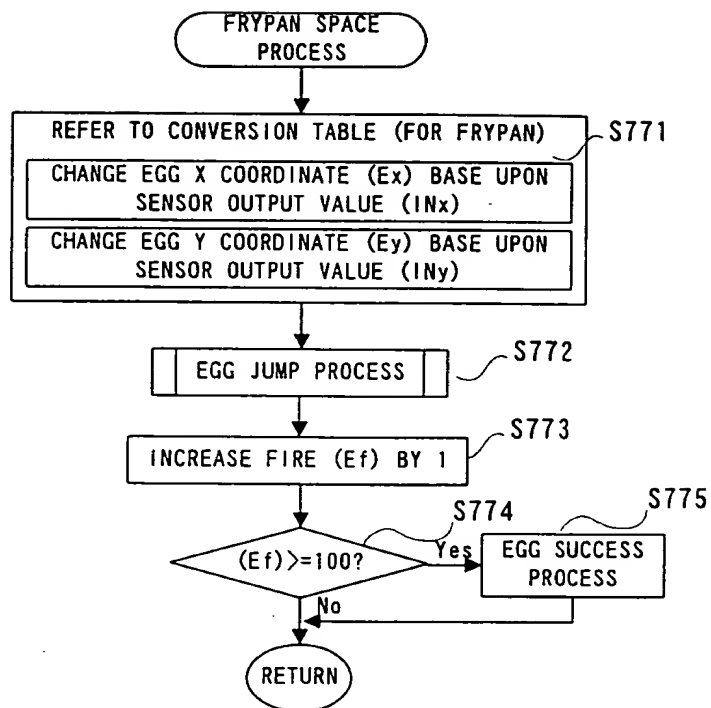


FIG. 57

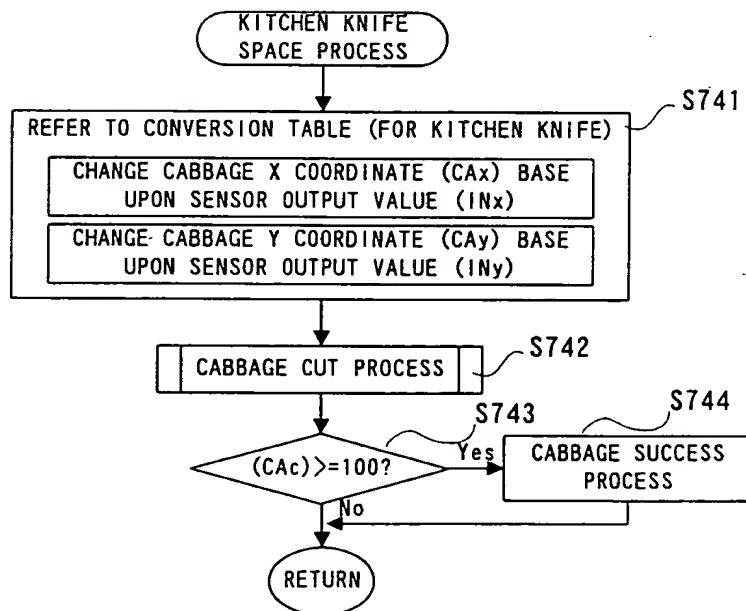


FIG. 58

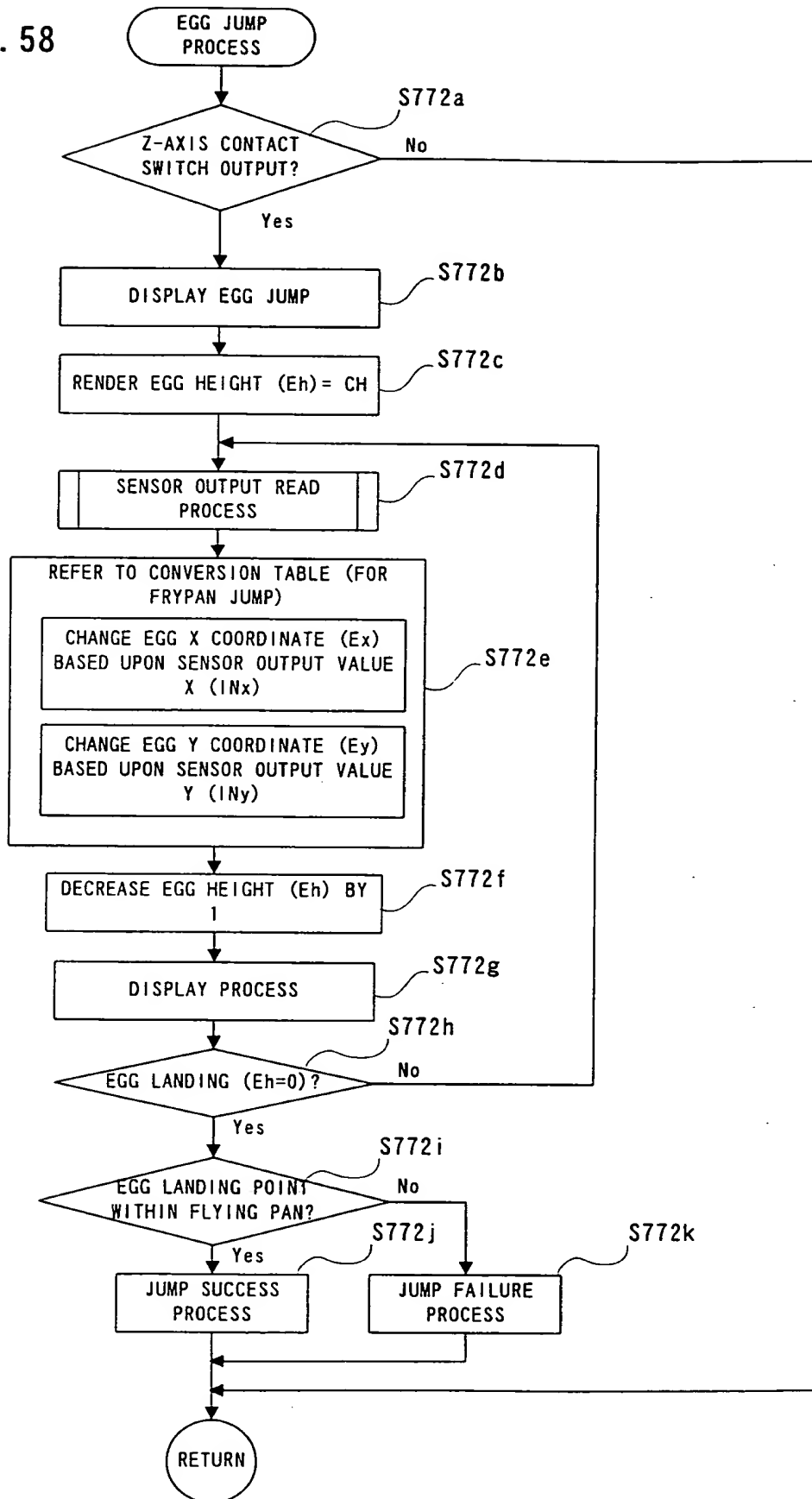


FIG. 59

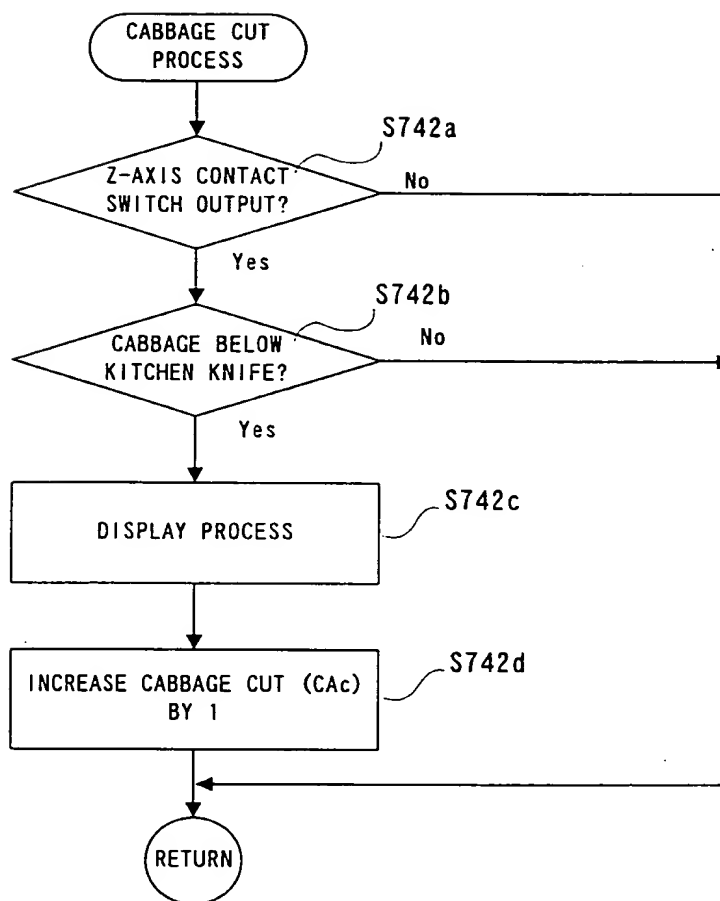


FIG. 60

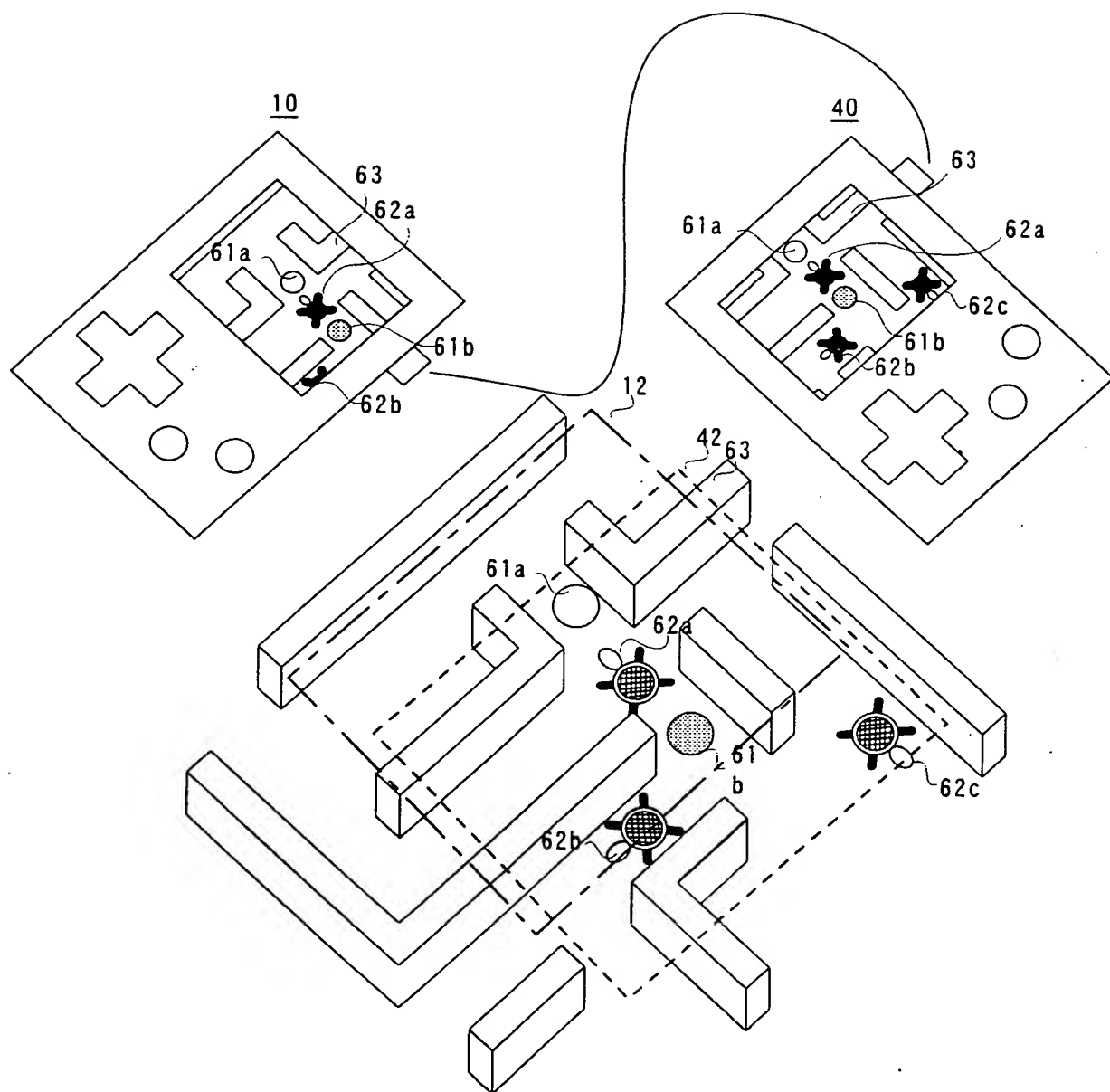


FIG. 61

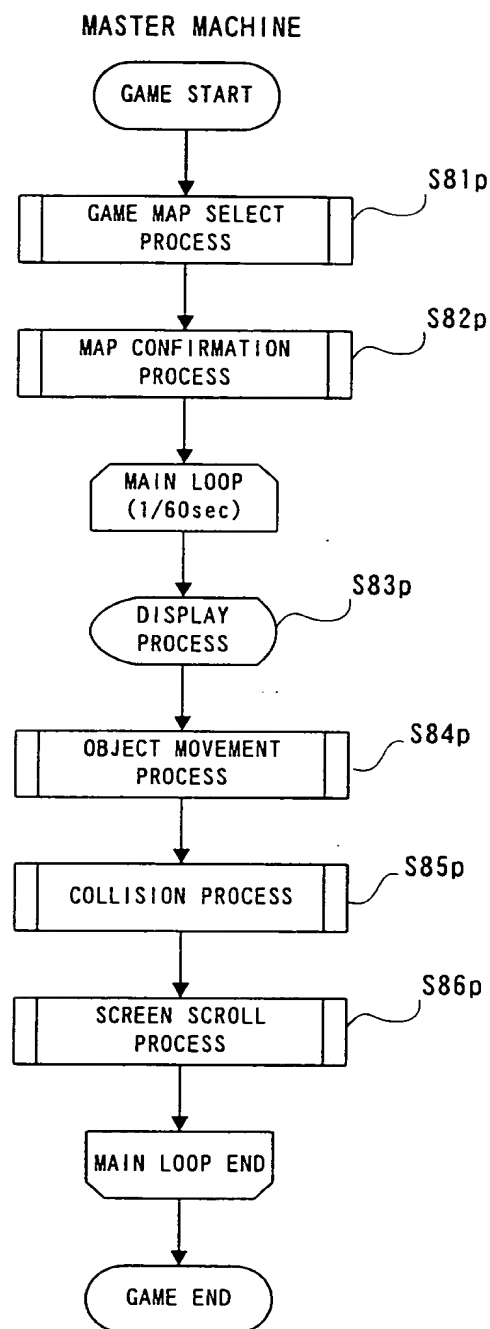


FIG. 62

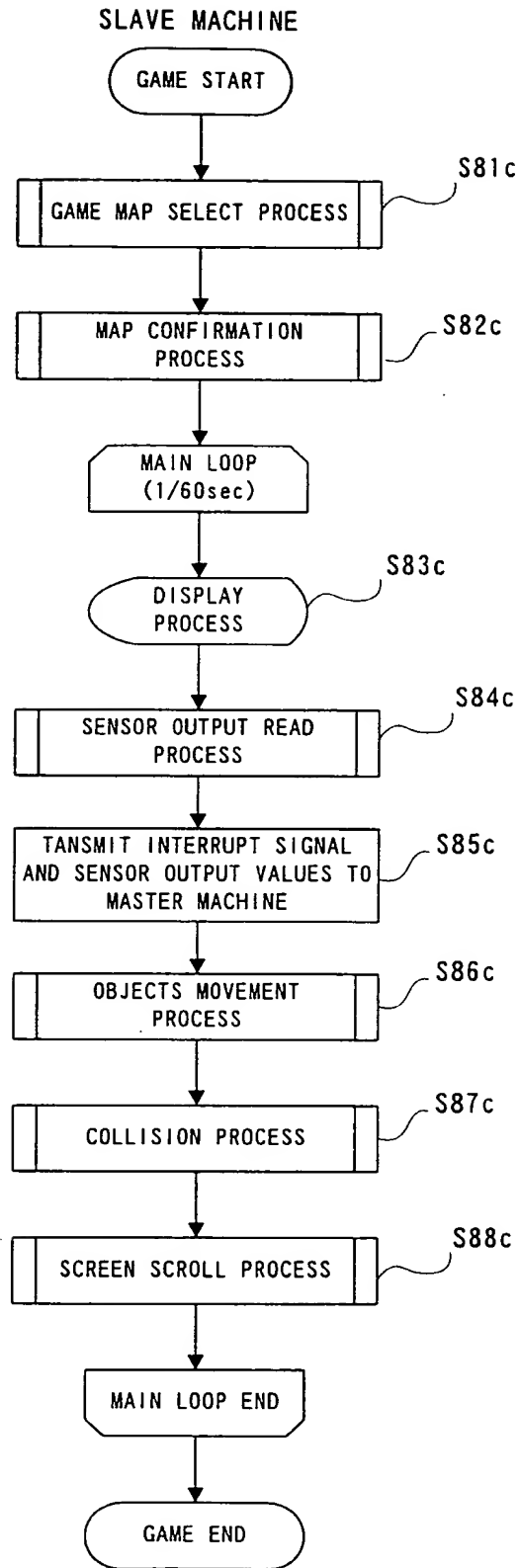


FIG. 63

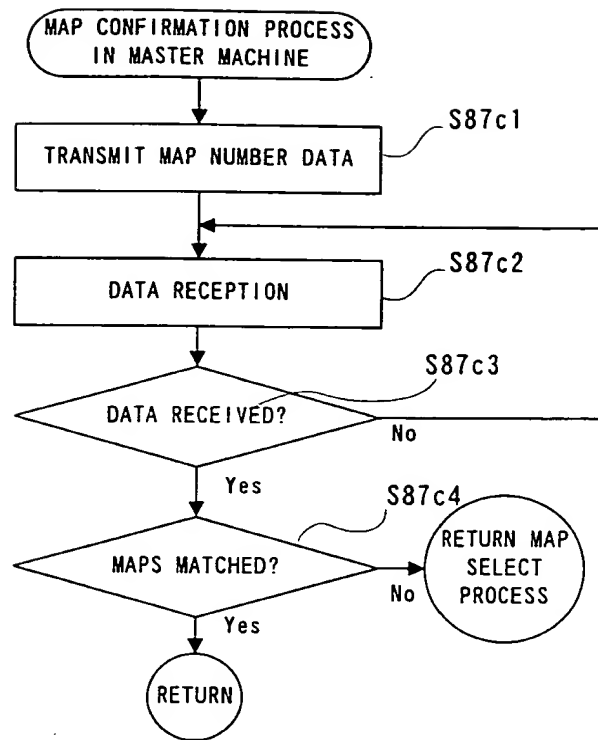


FIG. 64

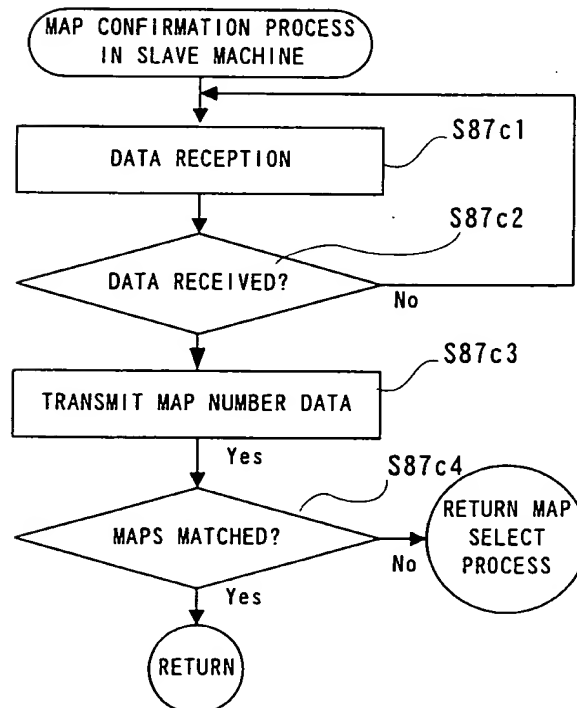


FIG. 65

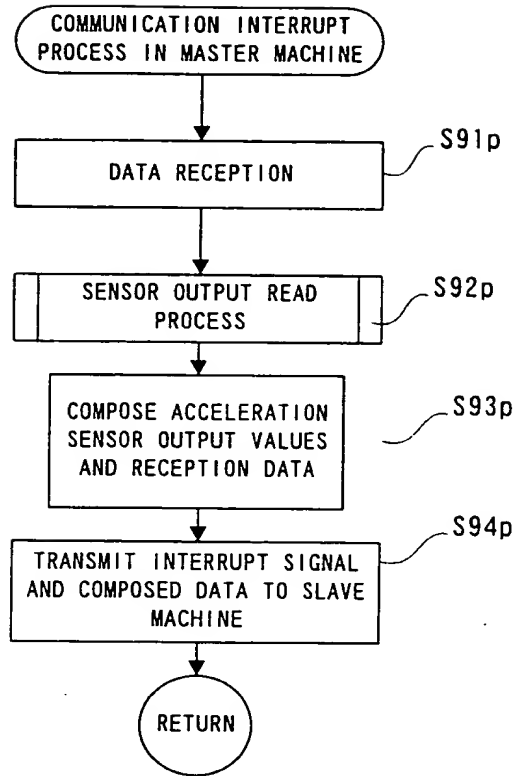


FIG. 66

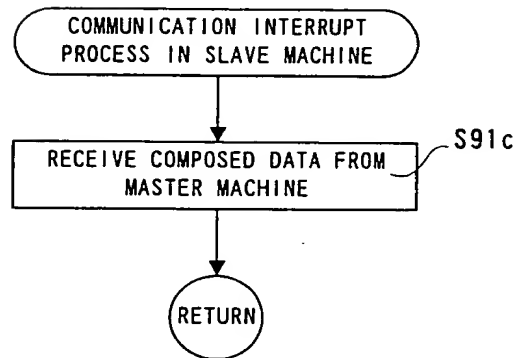
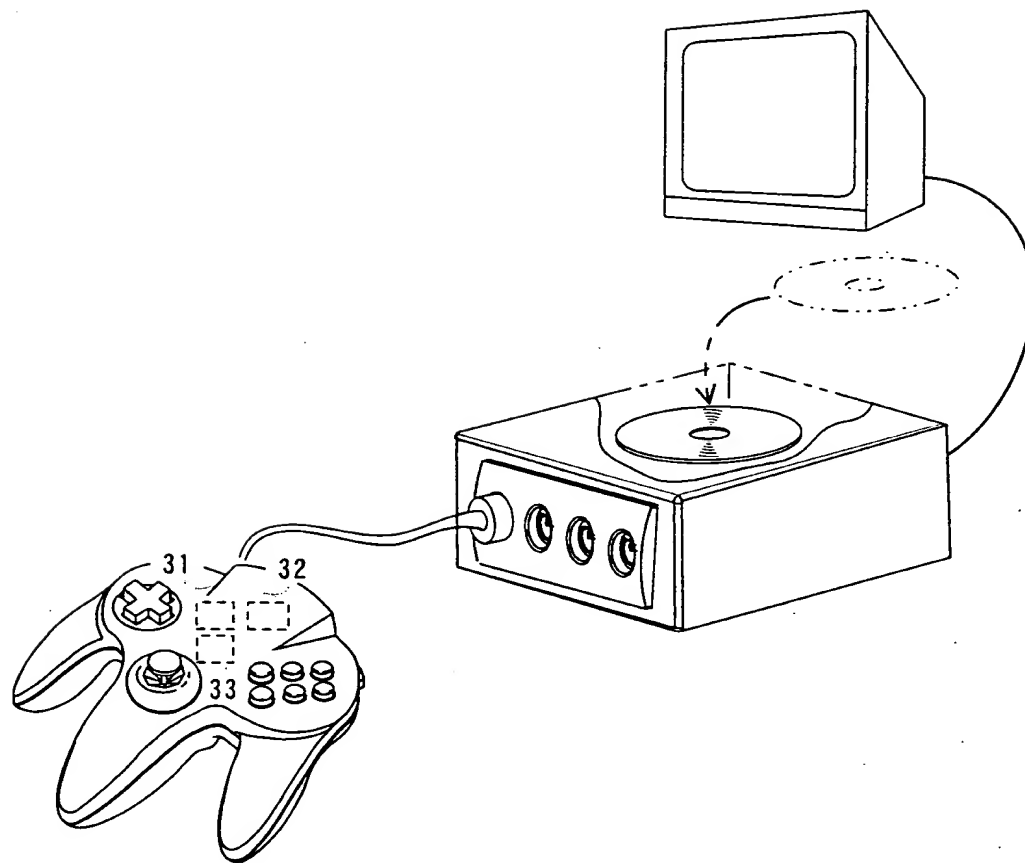


FIG. 67



[illegible]